

OFFICIAL UK

ISSUE 63

PlayStation Magazine

DINO CRISIS 2

TYRANNOSAURUS WRECKS! GO STALKING WITH DINOSAURS IN OUR WORLD EXCLUSIVE REVIEW

THE PRICE IS RIGHT?

The price, the date, the games... We have ALL the PlayStation 2 info you need. At last!

TONY HAWK'S 2

Of scabby knees and splintered shins... Read our exclusive review of the bone-cracking sequel

FORMULA ONE (ERM, AND TWO AND THREE...)

EA, Sony and Video System rev up their F1 contenders. Who'll grab pole position?

"PIKA-WHO?"

Why the manga madness of Digimon World means lights out for Pokemon

28 GAMES REVIEWED INSIDE!

DINO CRISIS 2	MR DRILLER
TONY HAWK'S PRO SKATER 2	STRIDER 2
SYDNEY 2000	TEAM BUDDIES
F1 CHAMP SEASON 2000	KOUDELKA
TENCHU 2	WILD RAPIDS
X-MEN MUTANT ACADEMY	TEAM BUDDIES
CHASE THE EXPRESS	STREET SCOOTER
FOOTBALL MANAGER 2	AND MORE!

WWF SMACKDOWN! 2 LATEST ■ DRIVER 2 PREVIEW ■ ISS MILLENNIUM TIMESPLITTERS ■ WIN £5000 OF BMX GOODIES! ■ HERDY GERDY ■ ULTIMATE FIGHTING! ■ FIFA 2001 ON PS2 ■ WHAT IS THE GSCUBE?

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Passion



What next, nuclear bomb on board?

Wrong type of snow.

Leaves on the line.

Points failure.

We make no apologies for this nightmare train journey. Expect bombs, terrorists and no chance of a seat.
Arriving September 2000. Thankyou.

chase the express



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Editor's Letter

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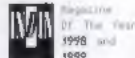
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Media With Passion



Suffice to say, it's been a blast. What am I on about? That this issue is the last time you'll have to read 350 words of my vaguely legible wibble

on page three of this fine magazine. Yup, after 38 issues (20 as editor), I'm heading off to pastures new. I won't be going too far (about three desks, just behind the water cooler) as I'm off to edit our new launch, the *Official UK PlayStation 2 Magazine*, while remaining senior editor (brainstorms, lunches, that sort of vibe...) on *PSM*.

You can read more about what we're up to with *Official UK PlayStation 2 Magazine* on page 19, but we have plans. Big plans (cue Machiavellian cackle)... So, a time to reminisce then. Highlights? Oh yes. The marathon sessions of *Circuit Breakers*, leathering the Apex Twin at *Street Fighter*, March '99s announcement of PlayStation 2, *PSM52*'s redesign, the pure joy that is *ISS In The Office*, taking *PSM* above *Loaded* in the ABC circulation figures, the amusing headwear, the violent ballet of the *PSM 5-a-side* (Black Gladiators!), the people, the games... Lowlights? The late nights that marathon sessions of *Circuit Breakers* bequeath, having to phone in March '99s announcement of PlayStation 2, the jetlag, saying goodbye to good people and, to be honest, that's about it.

Look, I'm filling up here... So next issue will bring a new photo at the top of the page and a new attitude to take PlayStation into its next mutation. The ramifications of Sony's new PSone have yet to be truly felt and, as this issue shows, there's no slowdown in quality titles for the grey fella: a revamped *Dino Crisis 2*, the sublime *Driver 2*, the promise of a new *Tomb Raider*, *FFIX* on the horizon, the bloodlust of *Tony Hawk's 2*...

Can I have my old job back please?

Mike Goldsmith

Mike Goldsmith (Editor)

STARTUP

OFFICIAL EXCLUSIVE!



COVER STORIES



Dino Crisis 2

OFFICIAL EXCLUSIVE!

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Here be monsters. Shinji Mikami unveils his latest scary creation. Giant lizards in a land that time forgot



FIFA 2001

028

Undercover with FIFA. What EA got up to with a bag of ping pong balls and Edgar Davids



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060

On the road with Tanner in the sequel to one of the PlayStation's all time classic games. Drive on



James Bond

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Secret Agent Bond's about to appear on PlayStation. We've got the full top secret dossier on TWINE for PS1 and 007 Racing



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Tony's back bigger and better than before. More tricks, more boards, more areas. And more pain, demmit!



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Dodge monstrous face-huggers and help Ripley escape with our fully detailed maps

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FIFA 2001

Exploring the magic of motion capture in EA's top footie title



page **074**

We've Been Expecting You, Mr Bond

The World Is Not Enough: the PlayStation title Bond deserves

BLUEPRINTS

F1 World Grand Prix 2000

Eutechnyx gets in on the Formula 1 scene. See how its new creation is revving up

Buzz Lightyear Of Star Command

The black-jawed hero of Toy Story returns in a game all his own. Lookin' good there Buzz

Digimon World

Pokémon is dead - long live Digimon

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Sony returns to Formula 1. We take a look at how it's getting along

Who Wants To Be A Millionaire?

Mr Tarrant levers himself into your grey box

Muppet Monster Adventure

Kermit as a vampire? Heaven forbid!

Cricket Captain 2000

Make England rise like a phoenix from the Ashes

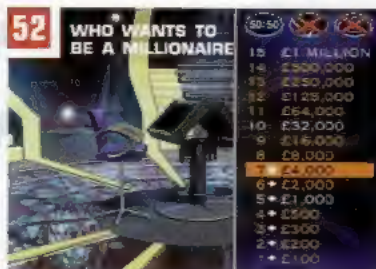
Incredible Crisis

Bizarre mini-game mayhem from the land of the rising sun

Driver 2

Tanner's back, and this time he's getting out the car. Rejoice, one and all

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FIFA 2001

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PSM dons its best bit and tucker, holsters its pistol, and infiltrates the Black Ops development headquarters to bond with Albert Penello, producer of The World Is Not Enough

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28 WE'VE BEEN EXPECTING YOU, MR BOND



"Everyone wants to be Bond. Even the girls"

Fact! The Official UK PlayStation Magazine is the world's best-selling videogame magazine. The only magazine with an official deal to each and every console. PSM is also the best written and most clearly designed magazine on the shelves. This award-winning position means that we can review games honestly and protect our readers' interests, giving real reviews rather than just a list of our faves. It's yours to see, exclusive review or cover.

PSM is the only magazine which really matters within the PlayStation industry for one reason - what we write is the truth. Whether it's about games, the industry or all things PlayStation, our writing is passionate, honest and always informed. Links with Sony provide exclusive information and game demos, but do not compromise our editorial stance. PSM is 100 per cent editorially independent - guaranteed.

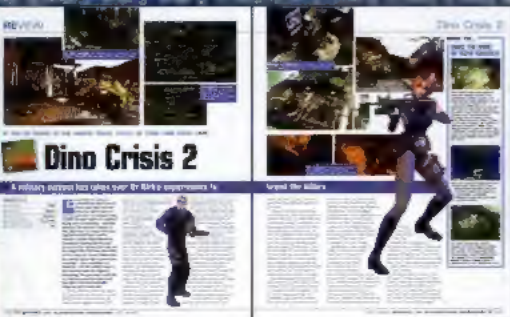
PSM is written in an honest, entertaining manner. Free from technical jargon, but

with the necessary expertise that PlayStation users demand. PSM brings the most in-depth and up-to-date news for readers. We tell you the latest news, look to the next important people in the industry, discuss the most relevant issues and review the best exciting games on the platform. And with our deal direct, we let you play exclusive levels from the best PlayStation games before they hit the shelves. PSM: the world's best-selling videogame magazine. Fact.

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Turn to page 146
NOW!

page **102**



Dino Crisis 2

The dinosaurs are back, and this time they're actually scary...

REVIEWS

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More scales, more puzzles, more thrills. Please, we bid you welcome to Dino Crisis 2

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The Lord Hawk proves, beyond a shadow of a doubt, that he still rules the half-pipes

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On The CD

Don't buy before you try... do exactly the opposite with our fabulous demos



SYDNEY 2000

Eidos comes over all cardio-vascular and gives you a run for your money **Playable**

FORMULA ONE 2000

Strap in, line up, shoot off. "Eeeoooo" noises supplied **Playable**

GRIND SESSION

Stop playing with Mr Hawk, and check out the competition **Playable**

DAVE MIRRA FREESTYLE BMX

Knee-cracking aerobatics - with bikes! **Playable**

TERRACON

Xed ain't dead, baby. Welcome to bug eyed raygun fun **Playable**

MR DRILLER

Noodle up your noggin with top puzzley strangitude **Playable**

DRIVER 2

The V8 growls, the tyres squeal. It can only be Driver 2 **Video**

SUPERMAN

Watch how you will be able to make the red-panted Man Of Steel lay down the law **Video**

LMA MANAGER 2001

The best football management game has spawned a sequel, but is it any better? **Video**

DUCATI LIFE

Marvel, as Foggy gets a V-twin drubbing **Video**

CHEAT DOWNLOADS FOR...

- STRIDER 2
- IN COLD BLOOD
- DESTRUCTION DERBY RAW
- VAGRANT STORY
- METAL GEAR SOLID
- MEDIEVAL 2
- GTA2
- JEDI POWER BATTLES

TURN TO PAGE 147 NOW!



102 TONY HAWKS PRO SKATER 2

A SNEAKY PEEK AT THE FUTURE OF
PLAYSTATION - AND BEYOND...

WHAT IS THE GSCUBE?

- Ⓐ The power of 16 PS2s in one box
- Ⓑ Real-time CGI graphics now
- ⓧ E-cinema just around the corner
- Ⓒ Are games the new movies?

If your jaw dropped watching *Final Fantasy VIII*'s cut scenes it'll be through the floor at the prospect of fully CGI games...

The future of gaming is becoming a tired old phrase. But there's nothing else that can adequately sum up the implications of Sony's latest slice of technology, the GScube development tool. The GScube contains 16 emotion engines and packs the power of 16 PS2s. Showcased to wowed gaming professionals in New Orleans, it is the broadest hint yet that the predicted convergence of videogames and films may happen sooner rather than later.

The GScube, developed by Guildford-based Criterion Studios using its RenderWare 3D technology, can convert film into photo-realistic, real-time graphics. While it sets the model for future super-consoles capable of producing e-films/game hybrids, it can be used as a graphics development tool in the meantime.

Criterion Studios demonstrated the GScube's capabilities by reproducing the bar scene from the animated movie *Antz* and a snippet from sci-fi stunner *The Matrix*. The *Antz* reconstruction featured 140 fully animated ants, each with 7,000 polygons, inside a complex environment, all running in real-time. That means the GScube was delivering 65 million polygons per second. And, if Criterion is to be believed, it is capable of ten times that figure.

But the show-stopper was GScube's rendition of *The Matrix*. Sony recreated the ambush scene from the start of the film, focusing on an animated figure running across rooftops. The demonstration was again in real-time and featured fully interactive camera angles and graphics indistinguishable from those in the film. This technology is unlikely to be translated on to PS2 software, but with GScube we may be able to play games with near photo-realistic graphics within five years. It's already been suggested that in five years time PlayStation 3 will be ready for

release. So is GScube actually PlayStation 3? It certainly looks that way...

Industry whispers point toward the development of e-cinema, with viewers manipulating cameras, set up by GScube technology. For gamers the implications are close to revolutionary. According to Ken Kutaragi, president of SCEI, the virtual world of *The Matrix* isn't far away. "You'll be able to connect to a new cyber-city," he said recently. "This will be the ideal home server. Did you see *The*

Matrix? Same interface.

Same concept. You'll be able to jack into *The Matrix*."

Elsewhere, Japanese developer Square is producing a feature film based on its *Final Fantasy* games. Unlike the *Tomb Raider* movie, the *FF* project is using computer generated images (CGI), rather than real actors.

Working with CGI is a laborious process, so Square has employed a team of 150 graphic artists and has set up a new wing of the company, Square USA, to foster links between Hollywood and the latest Japanese technology. To create a five-minute scene takes one month and incurs all the costs of a Hollywood blockbuster. All of which could be reduced dramatically by the GScube, which is capable of being upgraded by 100 times its current power using existing technology.

Square and Sony are blazing a trail, developing new software to circumvent problems as they arise and supporting technology that will change the face of gaming. Advances in artificial intelligence, in combination with photo-realistic graphics, could prove the catalyst for games eventually replacing movies, with broader audiences, improved visuals and, crucially, unrivalled interactivity.

For early details about the GScube check out www.csl.com. ■

Lee Hall

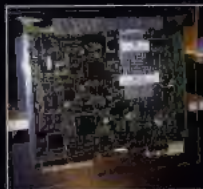


7000 of these reassembling on screen in real time. The possibilities are endless...

A GLIMPSE OF THE FUTURE

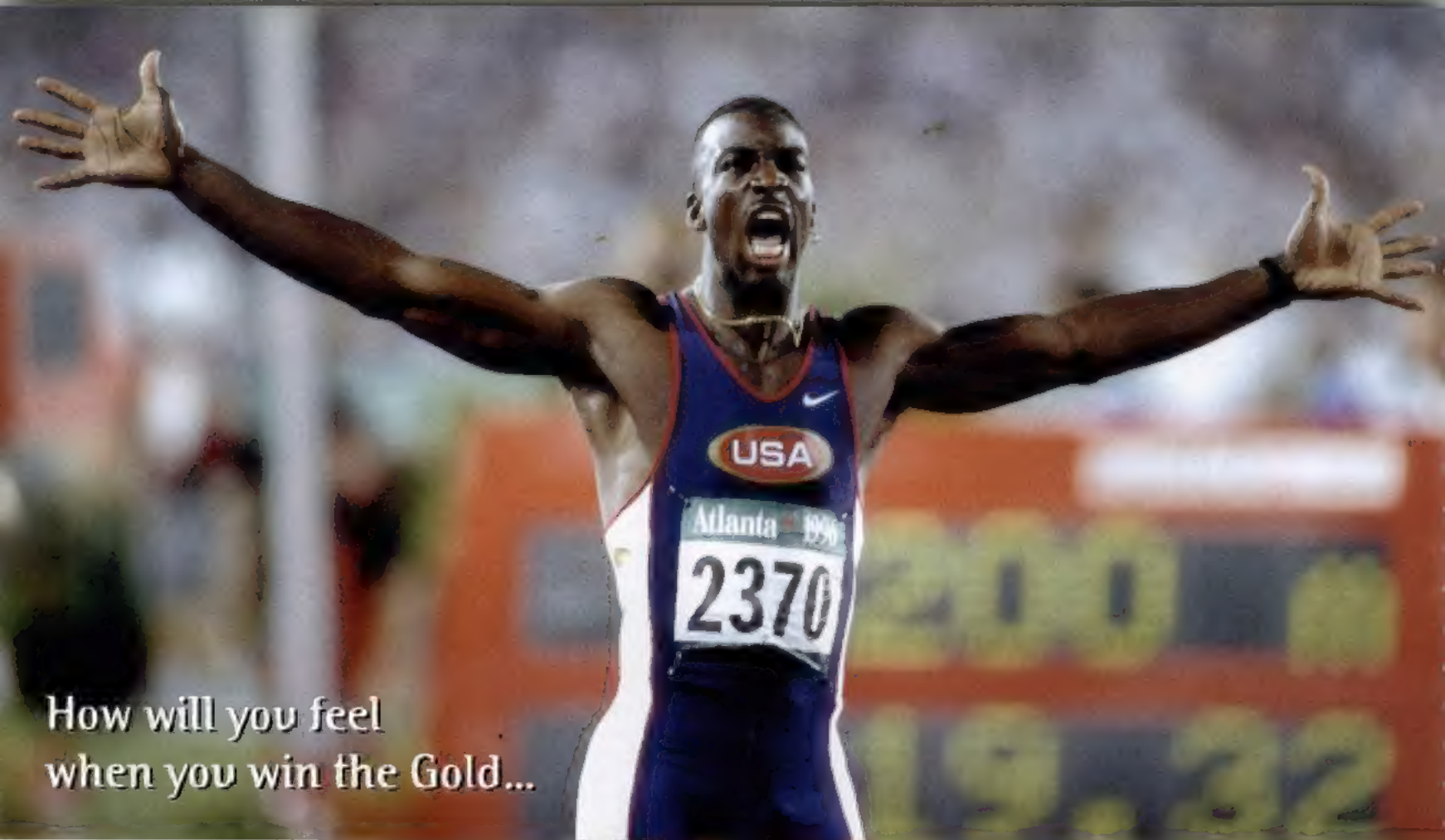
THE BIRTH OF E-CINEMA

It's one of those dodgy buzz-words that will probably be consigned to the rubbish bin in ten years time, but beneath the millennial gloss lies a very serious entertainment phenomenon of the future. Using software developed on the GScube – in conjunction with broadband internet technology – you'll be able to manage the cameras in a given game or movie and drop your own image in to the latest Hollywood blockbusters. Imagine Hugh Grant is spitting profusely as he mumbles his way through propositioning some B-grade movie star and in the background some clown is dancing outrageously. Wait a minute... That's no clown, it's a photo-realistic render of you, and you're controlling the character's every move.



GSCUBE TECH SPECS

CPU 128Bit Emotion Engine x 16, Memory Size 2GB, 1.04Gpolygons/sec, Clock Frequency 147.456MHz, Display Color Depth 32bit, VRAM 512MB, Pixel Fill Rate 37.7GB/s, Memory Bus Bandwidth 50.3GB/s, Physical Dimensions: 424mm x 424mm x 424mm(WxDxH), Weight 106lbs



How will you feel
when you win the Gold...

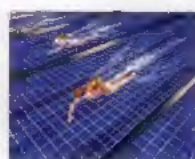


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FEEDBACK

ANOTHER ECLECTIC MIX OF LINGUISTIC DIAMONDS PLUCKED FROM THE ROUGH OF OUR MAIL BAG. MORE JOY, SORROW AND DOWNRIGHT STRANGENESS



EDITED BY

Cheeky Georgie 'charmer' Lee Hall, PSM's staff writer. Mail us them queries, questions and comments at psa@futurenet.co.uk

TEAM BUDDIES

Why are there so few co-operative games on the PlayStation. And, why are those that do exist scrolling titles like *Jedi Power Battles* and *Fighting Force*. It would be brilliant if you could gang up in games like *Syphon Filter 2*. Will things change on PS2?

Robin Pelham
Somerset

Without Internet access such games would have to be split-screen, making them visually less rewarding. Level design would need to be very complicated and, frankly, many developers don't have the time or resources to concoct co-operative environments. No doubt PS2's net capabilities will mean many more co-operative games will be released. Indeed, *Hidden & Dangerous* is already pencilled in.

STAR LETTER

IS THE PRICE RIGHT?

I would like to congratulate you on your *MGS2* feature (PSM60) which has persuaded me to buy a PlayStation 2. The screenshots are absolutely fantastic and highlighted the huge difference between PS2 and other consoles. The DVD player is an obvious plus, but it's the price I'm worried about.

When I bought my PlayStation in March 1998 it cost me £130 with a free controller and a Memory Card. These days it would cost about the same for the same package plus a couple of the best games around. I'm hoping the same will happen for PlayStation 2, but I don't think my chances are high. Although the console is well worth it, I'm not willing to pay £300. After all, I'm not made of money!

Andrew Behan
Inverness

At £300 PlayStation 2 is a lot of dosh in anyone's books, though you're right to point out it's good value for a cutting edge console and DVD player with Internet capabilities.

Sony cut prices of PlayStation 1 within the first six months of release to establish a foothold in the industry and shift enough hardware to start making cash on the sale of games and peripherals. Many other consoles have done the same to ensure they have a base of owners in an attempt to safeguard the longevity of their machines.

In Japan PS2 has been on sale for over six months and the demand is such that a drop in price seems a distant prospect.

But what you have to remember is that PS2 is different to any other console ever launched. Price drops will come, but they will be driven by the move to make console technology mainstream – giving far more access to people who normally wouldn't buy a games console no matter how good. Thus hello, new users and hello, new price point.

Another point? Although no definite plans have been finalised Sony is planning to allow other companies to build clones of the PS2, meaning there is a good chance that the next TV you buy could have PS2 technology built into it. Also the

coming of broadband technology means downloading games will be a reality, with distribution and retailers' charges removed. And thus hello, cheaper games... Shall we keep going?



PS2: Price drops will come...

gameplay
THE GATEWAY TO GAMING

Every month the sender of the Star Letter will receive copies of the top ten PlayStation games, courtesy of gameplay.com

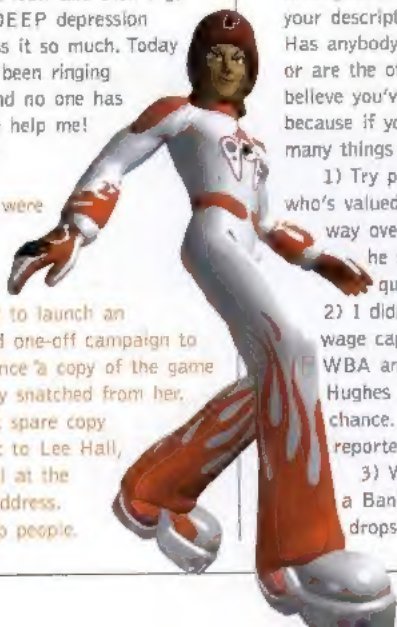


PRINCE APPEAL

I am 12 years old and I'm hooked on *Bust-A-Groove!* I was wondering whether you know where I might find a copy, because our old disc got smashed to pieces when a fire iron dropped on it. Now and then I go into a deep, DEEP depression because I miss it so much. Today my mum has been ringing everywhere and no one has got it! Please help me!

Rachel Prince

Tears of pity were shed in the office over this one, so we've decided to launch an unprecedented one-off campaign to find Miss Prince a copy of the game fate so cruelly snatched from her. If you have a spare copy please send it to Lee Hall, Prince Appeal at the usual PSM address. Let's dig deep people.



GLITCH OF THE DAY

I was on the look out for a football management sim and came across your description of *LMA Manager*. Has anybody in your office played it, or are the others that bad? I can't believe you've played it for long, because if you had you'd realise how many things are wrong with it.

- 1) Try purchasing a striker who's valued at, say, £5 million for way over the odds at £10m. If he signs for you watch how quickly he gets injured.
- 2) I didn't know there was a wage cap in football! Take over WBA and try offering Lee Hughes £15k a week – no chance. By the way, Lee is reportedly on £12k a week.
- 3) When playing at home on a Bank Holiday the attendance drops by over 50%.



LMA Manager: Still the best, despite its flaws

"These days sequels are no better, and often look worse, than the original"

4) When playing a 3-5-2 formation make sure you retain at least 12 midfielders in your squad and weep as five of them are injured in the same week!

5) Turn off the match in the Options menu, play a season through and count the number of goals your strikers score. I had Ronaldo, Ince and Sean Flynn in my side at WBA. Paul Ince was top scorer with 24 goals from 41 appearances. Flynn got 19 in 46 games and Ronaldo

notched a ridiculous two goals in 41 matches. And you lot reckon it is the best footie management sim on the market?

Jason Morgan
Birmingham

Yes, yes it's true even *LMA* is flawed, and such complaints are frequently levelled at its contemporaries too. It's a top title, despite its anomalies, because it proved it's possible to produce a footie management game worth buying for PlayStation. The particular problems you highlight are frustrating, but not untypical – even the recent *Football Manager 2001* (see page 122) skews player values and wage structures badly.

As for our reviews, all our contributors are just as mad about games as you are and they don't put a game down before giving it a rigorous going over. Rest assured, for all its successes *LMA* will no doubt be eclipsed by the sequel, and maybe even rival titles, in the coming years.

MEDAL WINNER

I would like to thank Sony for making the PlayStation. I am going through a load of cancer treatment (chemotherapy) for the second time this year and would never have done it without PlayStation. I have had two operations and I'm having a third soon. I will be getting a PS2 to help me through that. I think the DVD player will be excellent as I'll be able to watch movies in hospital. I am still fighting my way through *Medal Of Honour*, as well as my treatment, and I'm looking forward to *Medal Of Honour Underground*.

Jamie Ponting
Walsgrave

We at *PSM* share your excitement about the PS2, Jamie, and we've had a sneak look at *Medal Of Honour Underground* – it looks brilliant. The whole team wishes you all the best with your recovery.

DOWN AND OUT UNDER

G'day mate, or should I say 'UK'. This is one of your many fans from down under, Australia. I reckon you blokes and sheilas are the best at what you do and the biggest thing since the bunyip became extinct. Are there any goodies, T-shirts, demos, pamphlets or anything you could send ALL THE WAY out here?

Michael Neivandt
Queensland, Australia

All mail of this kind to Rob Pegrey, c/o *PSM* Australia. (Hi Rob!)

AGE OLD PROBLEM

The increase in graphical abilities on PS2 will make games more realistic and fun to play. However, this leaves

me in some doubt about age ratings. For example, if I strangled someone on, let's say, a ZX Spectrum, is that act, though unrealistic in terms of graphics, worse than shooting someone with a tranquilliser dart in *MGS2*, which is lifelike? In short, how will the realism of the game affect the age rating, if at all?

Pete Whiting
Bristol

Explicit language and adult themes will always bring out the censor's red pen. Developers will need to strategically consider the inclusion of such content as the rating system will probably come to mirror film age restrictions. Fear not, though, as many games will drop controversial imagery and themes to appeal to the younger end of the market.



Silent Hill: managed to churn stomachs and scare adults stiff

All letters are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer letters personally.

Write Us!

Write us here with your Feedback missives, Readers' Charts, Booty entries, It Should Be A Game ideas and, well, anything else. Also check out our shiny new space site at www.dailyradar.co.uk

FEEDBACK EXTRA

MORE ISSUES MOPPED UP BY THE *PSM* FEEDBACK TISSUE

Mark the Sheep (pasture of residence unspecified) bleats at the design of Sony's next gen console, "To be onist," he begins, "it is complete and utter s**t." In fact his swipe is aimed wider than just those involved directly in design, he puts it down to the "Japanes," in general, who, "can not do eney thing right." Well, that's

a pretty coherent argument... For a sheep. Mr X asks, "Can you play PS2 games on PSone? Will PS1 games still be made? Will *PSM* still carry on printing PS1 information and cheats?" The answers to your questions are, no, yes and most definitely yes. We will continue as a PS1 mag primarily and continue to

serve you, the grey box owner, for many years to come. **WK**, our oldest Belgium-based reader writes to tell us he plays games 14 hours a day. He is keen to clarify his nationality too. "I am not a Belgium, I am Danish," he protests, spluttering, in the voice from the Ferraro Rocher advert, "the young people today, they have no patience." His only remaining goal in life? "One night in bed with Lara, and then die happy." It's sad.



PSone: The console that'll keep you playing and us writing for years



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LOADING

**ALL THE NEWS
FROM THE WORLD
OF PLAYSTATION...**

THIS MONTH...

SMACK YOU

Exclusive shots of *Smackdown 2* plus new info on what WWF fans can expect from the fantastic sequel

page 014



ISS RETURNS

The world's greatest football game is on the way back, but not quite as we remember it

page 015



HELLO DARLING

Codemasters' head boy Richard Darling talks sequels, philosophy and how to get yourself into the videogame industry

page 016



WHAT IS THIS?

After a dubious debut, SCEE gets *This Is Football* back out on to the pitch

page 024



PLUS!

HARRY POTTER THE VIDEOGAME... BLADE CUTS IN ON PS2... NEAR-FUTURE ADVENTURE C-12... NEW PS2 MAG... LARA MOVIE STUFF... THE LATEST NEWS FROM JAPAN



PS2 DELAY

"THE DELAY WILL NOT AFFECT ORDERS"

SONY REASSURES GAMERS AFTER PS2 IS HELD BACK

The launch of Sony's next generation console, PlayStation 2, has been delayed until 24 November due to overwhelming and unpredicted levels of demand across the world.

The voracious Japanese market snapped-up 3.5 million consoles in the first five months of release, prompting Sony to re-evaluate its decision to launch PS2 on 26 October in Europe and the United States.

A source at Sony told PSM, "We are determined to satisfy demand on at least one of the three key gaming fronts - Japan, Europe and the US. The solution we've come up with is delaying

the launch in Europe and America."

Demand has far outstripped Sony's own projections and the console is commercially outperforming its predecessor. The original PlayStation sold around 400,000 units in a month in Japan and it took six months to sell one million, indicating PS2 is almost four times as popular.

Aan Weisman, director of marketing at Sony Computer

Entertainment UK, confirmed "Demand for the machine [in Japan] is still as strong as ever. The pre-order system in the UK is designed to avoid the virtual riot conditions at store level witnessed on the Japanese launch day, and gives everybody a fair chance of obtaining a PlayStation 2 before Christmas."

"The delay in the launch date will not affect the pre-order campaign," he added.

"We are determined to satisfy demand on at least one of the three key gaming fronts"



DANCE WITH BONAN

[illegible]

The novel is inspired by *Buffy*. Last in three acts, our seven-year-old friend teams up with the Tamaranian Devil to save Duffy Duck's bacon in *Big Buffy And The Tame Beast*.

Duffy is sent back to work with the precious gun, the glowing, six-wheeled, motor-driven, in their bid to recover the gun, and Duffy, The and his little posse of Vespene friends, including Yosemite Sam, Elmer Fudd, Baba, Chan and Gene Alphonzo.

This is the first season to have appeared in the series. The action takes place over four periods in Nordic cities: Åhus, Åre, The Viking Era, The Arabian Nights, The Wild West and Transylvania. **Best Series:** *And The Winner Is...* (1994)

Activision has announced which athletes and tunes featured on its soundtrack to Tony Hawk's Pro Skater 2 (see page 168 for full review). The link-up includes legends like Bob Dylan as well as new acts like the big name band, Incubus. Other tracks include Rage Against The Machine, Astrux and Neqween by Noize, while smaller acts include Stylor Of Beyond and Lonestar will also contribute.

Gamers can still go into their local game store on 7 September, and fill-in a pre-order form, which should guarantee them a PS2 before Christmas. After paying a deposit they will then be notified by Sony of when to visit the same shop to pay for and collect their console. Peripherals and games can then be bought off the shelves.

Although a spokesperson for retail giant The Dixons Group, which owns major console shops Dixons, Currys and PC World, told us, "We'll only be taking orders to the quota available on the new launch date. We will take reservations in order to queue applicants for the machine but we cannot guarantee a pre-Christmas delivery."

"It will be some time after Christmas," Sony told us, before machines are available on the shelves as 'free stock'. Despite the fact machines are being used to stem demand in Japan, and although PlayStation 2 production has been operating at full capacity for some time Sony maintains that "There will still be the same number of machines before Christmas. Really."

The concern of many gamers is that Sony will lose out to rivals over the crucial Christmas period. A spokesman however is confident that customers will favour PlayStation 2. 'They can now register in a shop for a guaranteed PS2,' he told us, adding that he believes the move will stop gamers spending on rival

After front page tabloid coverage and a sack full of enquiries from our readers, PSM asked Sony to give us the inside track on the price difference between UK and American PS2s. The console is priced £299 here and \$299 in the United States, which is around 25% cheaper in real terms and seems unfair "it is not only down to constantly fluctuating currency exchange rates," Alan Welsman, director of marketing at SCEUK explained, "but most importantly the level of VAT added to

consoles. The strength of PS2, according to Sony is that it isn't a games console – it's a home computer entertainment centre." Indeed, the DVD market in Japan exploded in the months after PS2's release.

The message Sony is giving is one of reassurance. The company

consumer electronic goods." In fact the \$299 US price excludes tax, which varies from state to state, whereas the UK price includes VAT. Coupled with the divergent costs of living in the respective territories, this makes the UK price seem reasonable a conclusion echoed by Doug Bone, games manager of HMV UK. He said, "It has to be said, less than £300 for a DVD player and a 128-bit console is in line with other platforms in the market-place."

st forecasting three million PS2 units will be sold in PAL territories essentially Europe by the end of Apr. 2001 despite the delay. With the X-Box and Star Cube coming large for the end of 2001 Sony will do everything it can to get PlayStation 2s on the shelves as soon as it can. ■



Cheeky! What next for the spandex boys? Leathering each other round the head with railway sleepers, no doubt

WRESTLING GAME

WANT A SMACK TOO?

FIRST PLAY OF NUMBER ONE WRESTLING SEQUEL

Hitting a large man over the head with a table is normally a bad idea, but not if you're playing a Table Match in *WWF Smackdown 2 Know Your Role*. PSM got to grips with an early version of THQ's new grappler, testing out the Table, Casket and Ladder modes.

Everyone knows about Ladder matches where two or more wrestlers compete to grab a prize suspended above the ring (and batter each other with the ladder) but this new game now recreates the excitement of pinning your opponent on a table or inside a coffin. The new modes are part of what THQ modestly dubs the Amazing contests. In these, you can throw heavy objects, or your opponent around or even out of the ring.

The good news is that while the timing of moves remain just as fast and fluid as in the original, *Smackdown 2*'s punches, kicks and grabs feel even more responsive and satisfying – and the game is still at the very early Alpha stage of development. The improved character animation is evident, with wrestlers recoiling from blows and pulling off a greater variety of stomps and holds on downed opponents. Rolling your rival into a casket was especially good fun even if you don't then get the chance to stake them out *Buffy*-style. Fans will be happy to hear that the new double team moves make ganging up a pleasure as you hold an enemy in a headlock while your mate repeatedly drop kicks 'em in the



nethers. *Smackdown 2* also proves that wrestling isn't just for oily mages as Miss Kitty and Stephany McMahon take to the ring attired more for a night on the tins than a bout of alien

Smackdown 2 will be on the shelves in early December. We'll have much more next issue ■



Pants! The see-how-long-you-can-stand-upright-on-a-ladder-while-a-fat-man-wobbles-it-competition isn't the wisest of ideas. But the baying crowd likes it

UNDER COVER

TITANIC AT SINKING

The planned videogame tie-in with PSM's *Game of Thrones* has been cancelled. The publisher has decided to focus on the TV series instead.

SHARKING AROUND

THQ's *Shark Hunter* is a new game that lets you hunt sharks in the open ocean. It's a new game that lets you hunt sharks in the open ocean. It's a new game that lets you hunt sharks in the open ocean.

WHEELS AND HORSESHOES

The first round of horse in the UK's *Champion* has been won by a horse named *Champion*. It's a new game that lets you hunt sharks in the open ocean.



AND MOUNTS NEW CHALLENGE

After a year of being the most popular horse game in the UK, *Champion* has been replaced by a new game called *Champion 2*. It's a new game that lets you hunt sharks in the open ocean.

ISS RETURNS

KONAMI SEEKS LICENCE TO THRILL

N64 DEVELOPERS WORK ON ISS MILLENNIUM

In a move which could horrify PlayStation ISS lovers, Konami has confirmed that the follow-up to *ISS Pro Evolution*, to be called *ISS Millennium*, is being developed by the team responsible for the N64 versions of the series.

As with the Nintendo version, *Millennium* will be an arcade style pick-up and play game, rather than a straight football sim. But unlike previous *ISS* games on any platform, it could have real player names. Konami is currently negotiating with worldwide players' union Fifpro for a licence, signalling the end for Alan Shearer and Graham Le Saux.

In another move away from *Pro Evolution*, *Millennium* will include a Career Mode with you nurturing a player through the ranks from youth player to grown-up star. Barely you'll manage your players' romantic liaisons with pop stars and the like in a strange Japanese dating sub-game. To progress you need to train hard and play in friendlies for your club before making the move up to a place in the national under-23 side.

One thing that will remain from *Evolution* will be the insightful commentary by ex-England star Terry Butcher. There

will be about 100 national teams and you'll compete in a World League, International Cup, European Cup, Penalties and Training Mode. There will also be a feature enabling you to replay some of the classic matches from football's past so you can change the course of history. Bring on the 1966 World Cup. Again.

Konami has fully motion-captured a range of moves to add realism and you'll once again be able to edit a player from scratch. It remains to be seen whether this new approach can produce a game to rival its outstanding predecessor possibly the finest football game ever.

Expect *ISS Millennium* to finish pre-season training in time for the tricky Christmas period. ■



An attempt to turn *ISS* into *FIFA*? Let's hope not, although these Japanese screens look worrying.

ACTION-ADVENTURE

EXPLOSIVE NEW ADVENTURE

C-12 IS CAMBRIDGE STUDIOS' LAST TITLE ON PLAYSTATION

Sony's Cambridge Studios development team has announced its last title for PlayStation 1. *C-12* will be a third-person action adventure set in the near future.

With Earth under attack from hordes of aliens, it's your task to prevent the invaders

from enslaving whole communities. Should earthlings get captured they are either converted into cyborgs to serve in the alien militia against humans or deployed as mindless slaves in the enemy's work camps.

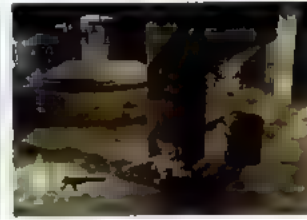
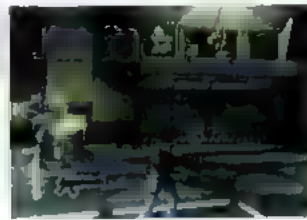
The developer has built on the technology used in *Medieval* to create an engaging environment in which you control

the protagonists, the commander of the resistance and a female scientist.

The game is mission-based and you'll carry out a variety of tasks, including escorting soldiers to safety, fighting enemy troops and infiltrating alien bases. There will be strong action and puzzle elements set against futuristic electronic sound

effects. Unusually, Cambridge Studios has decided to run all cut-scenes through the normal game engine, rather than creating computer-generated imagery. The idea is to make the game more immersive, so the player feels like they're 'in' the story and able to directly influence proceedings.

C-12 is due out in March 2001. ■



Creeping out of nowhere *C-12* comes as something of a surprise. Looking a bit like *Metal Gear* ensured that surprise was immensely pleasurable. More on this next month.

UNDER COVER

BRING IT ON BACK TO YOU

Eidos has announced it is releasing five titles at the super budget price of £9.99. The Ricochet Range will feature the original Tomb Raider game, FA Manager, Gex Deep

Over Gecko, Warzone 2100 and Firestorm Thunderhawk II. While a couple of these titles have been available in bargain bins at your local games store for some time, Tomb Raider (PSM13 18/10 and Warzone 2100 (PSM43 9/10) are still excellent titles.

UK STABLE EYES TOUGH FIGHTER

K-1 GP2000, the sequel to a popular Japanese boxing game, is a rumoured to be coming to the UK. The game, which features a Promotion Mode enabling you to create and train an original character with his own style and special manoeuvres, could be on UK games shelves as soon as Christmas. Unlike existing UK boxing games, K-1 GP2000 allows you to launch counter attacks when your opponent swings, even while you are blocking.

DUTCH CARRIAGE

A barmy Dutch gamer has cycled all the way from Holland to Derby to meet Core Design's Tomb Raider design team and the official Lara Croft model, Lucy Clarkson. Niels Borne, who has taken up cycling, scuba diving and target practice after being inspired by the four Tomb Raider games – said, "Lara means a lot to me. She has changed my life. Things I wouldn't do in the past, like all the extreme things Lara does, do now." Jeremy Heath-Smith, managing director of Core, explained that, "Niels keeps us up-to-date with his thoughts on Lara every week." The wacky Dutchman has even gone as far as composing music inspired by the games and regularly makes home videos of his obsession with his heroine. Oh my.



Stool! Tell me what's cool on we will shoot you.



DEVELOPER INTERVIEW

RICHARD DARLING

PSM GETS ON THE RIGHT TRACK WITH THE MAN FROM CODEMASTERS

PSM got five minutes of the mind of Richard Darling, überlord at Codemasters. Sequels, release date slippage and advice for developers hoping to emulate his success ensued...

PSM: Certain companies seem to bang out sequels annually, whether they're an improvement or not, but TOCA WTC and Colin McRae 2 raised the bar. What makes a good sequel?

RD: Our approach to sequels is to do our best to make sure that we are offering the player a significant step up from the original, not just an annual enhancement. With a racing game as successful as TOCA 2 this means more than just adding cars and tracks; we felt we had to offer the player other things like the Career Mode and the National International and World Championships. TOCA WTC was originally planned to be released

in November '99 – the anniversary of the TOCA 2 release. However, we needed more time (nine months more) to really get it finished to the standard we wanted.

PSM: Indeed, Codemasters is famous for keeping games in development until they're ready. How do you decide when a game is ready?

RD: I guess it comes from a deep-rooted company philosophy. Every games company faces the dilemma of, "We need to release the game on date X, but if we do we won't be able to put all the features and fine-tuning in." There will always be more that you could do to improve a game, by ever decreasing amounts, you have to draw the line somewhere – or else the game would never get released. I think Codemasters always errs on the side of spending more time, rather than sticking to planned release dates

PSM: Do you include a lot of suggestions that gamers come up with, and has anyone ever come up with an idea you hadn't thought of or expected?

RD: When we are designing a sequel we ask a lot of customers for suggestions. Sometimes this leads to new ideas, but even the suggestions that aren't new are useful, because we treat them like a 'vote' and we know it's important to deal thoroughly with the elements that get voted for a lot.

PSM: What has Codemasters got planned for the future?

RD: We're fully behind the P52

and have some exciting titles in development, the first coming next year. I'm looking forward to having games which can understand voice commands using natural language and where AI characters speak to you using convincing language.

PSM: What one piece of advice would you give to someone who would like to work in the games industry?

RD: The best way to do it is to specialise. With more than 40 people working on the development of a game it takes specialists in many areas, and you won't be the best in any area if you try to cover them all. **MD**



Oh, Darling: With Colin 2 0 (top) and TOCA WTC (above) closing in on perfection, Codemasters' Richard (left) is doing something right

"Even the suggestions that aren't new are useful because we treat them like a vote"



BLADE TIE-IN

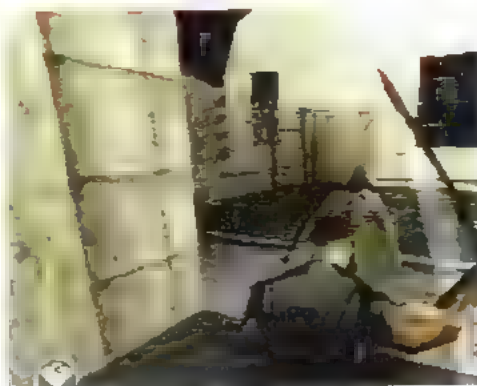
VAMPIRE SLAYER

ACTIVISION TIES-UP CULT MOVIE *BLADE*

The Hammerhead development team responsible for the highly-acclaimed *Quake II* is working on a game based on action-flick *Blade*.

The game simply called *Blade* will be a third-person action adventure based on events preceding the film. Many of the locations featured in the game will be familiar to fans of the dark movie and the developer has focused its attention on atmospheric graphics and bloodthirsty action.

Blade's half man, half blood sucker and a tad more convincing than Sarah Michelle Geller. In the game you'll battle through 21 environments, including the Gothic City Museum and city sewers until you reach the heart of the vampire tribes - the House



Of Erebus. There are 34 different kinds of creature to fight, ranging from the fat cop collaborator to the Night Beast, a particularly foul zombie sort.

You'll be able to collect and use a mighty arsenal of weapons including swords, a manner of guns and a clutch of grenades.

There'll be an auto aim facility to make targeting easier.

Blade - who also stars in a Marvel Comics series, is an expert martial artist, and you'll need to master all his moves to rescue best mate Whistler from the grip of the Vampire Overlords. Yes.

Blade is due in November ■

Sharp: Mr. Blade (looking a lot like

incarnation Wesley Snipes) ready to take on the suckers

Slayer: As *Blade* you will be the baddest vampire killer around, including young pretender Buffy

LARA FILM UPDATE

"HELLOOO LARA"

MAIN CAST MEMBERS ANNOUNCED FOR LARA MOVIE

Smoothie Leslie Phillips will be starring alongside Angelina Jolie in the upcoming *Tomb Raider* film.

Phillips will play Wilson, a former admirer of Lara's father who has switched sides to help her arch enemy, Powell - to be played by English actor Iain Glen (*Gonillas In The Mist*). Lining up alongside Lara will be Daniel Craig (*Elizabeth II*).

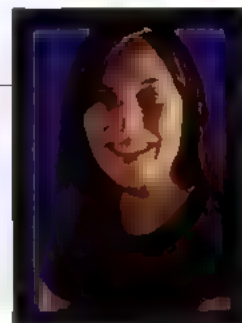
According to director Simon West, the film - on which

preliminary photography has begun - will be followed by two sequels. West, who also wrote the screenplay, says the movie will keep to the spirit of the videogames, being an 'adventure quest' with Lara finding parts of a sacred relic that will also throw light on her past. In other movie news it was announced that Corey Yuen, who's been working on the X-Men film is directing a live action movie based on Tekken. The film's to be set in the year 2050 ■



Ding Dong: Leslie Phillips will be giving Lara the once over

Photography: Alamy



LOADING

Catherine Channon, the red-headed gamesy hen, swears a pact of friendship with a quiet sucker.

CAT CALL

YOUR MUM MIGHT KNOW MORE ABOUT GAMES THAN YOU THINK

My mother always said that patience was a virtue, but then I was never one for doing what she told me and, besides, she was never a big gamer.

There's no disputing the fact that we're all a little bit miffed that Sony is taking longer than it said it would over PS2. Personally, I've spent the last six months adjusting the Feng Shui of my flat in preparation for the black box's arrival on 26 October. However as much as it pains me to say it, maybe the old dear was right. As frustrated as I am, I'd rather wait that little bit longer for the PS2 and know that when it arrived it would be perfect, than have them rush it out the door half-cocked.

Some of you may argue that the machine is out in Japan and so must be completely finished, so there can't be any real justification for this delay. But then wasn't that the case with *Gran Turismo 2*? And yes we all got up in arms about it, and yes there were fanatical gamers who camped out on the doorsteps of their local game store night after night, but the only thing that anybody remembers about GT2 now, is that it's a bloody good game.

We're all trying to come to terms with the news, little Lee hasn't stopped crying, and Dan's like a man possessed, but personally I'm consoling myself with the fact that by Sony taking an extra month over PlayStation 2, we're far less likely to experience any of the release day hiccups that Japanese gamers suffered, and that alone is worth the wait. ■



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MATHS ☐ ENG LANGUAGE ☐

GA344

LIST A LEVEL DIPLOMA SUBJECTS & OTHER QUALIFICATIONS

[illegible]



The talented people bringing you *Official UK PlayStation 2 Magazine* in October (oh, and Mike)

NEW MAG

IT'S OFFICIAL TWO

SONY GRANTS US LICENCE FOR *OFFICIAL PS2 MAGAZINE*

The release of PlayStation 2 also sees the launch of our sister mag, *Official UK PlayStation 2 Magazine*, devoted to covering all the latest information on the big black box. Due on the shelves at the end of October and priced at £4.99, it'll feature a PS2 demo disc and exclusive info on everything PS2.

Our very own Mike Goldsmith will fill the editors' hotseat, overseen by group senior editor Matt Bielby and creative director Trevor Graham. Matt told us, "*Official UK PlayStation 2 Magazine* will be crisp, modern, funny, accessible, and extremely pleasing on the eye. We're going to surprise a lot of people who think they know about videogame magazines."

Here at PSM we'll continue to cover all the news and reviews on upcoming PlayStation games as well as exclusive playable demos. "The run up to Christmas is an exciting time for PlayStation," said Mia Roberts, publisher of both magazines. "There are already over six million PlayStation 2s in the UK and we've still got the release of the amazing new PlayStation 3 to look forward to as well as some great new games on the way. PSM is the place to go for all the latest information." *Tomb Raider: Chronicles*, *Final Fantasy IX*, *The World Is Not Enough*, *Driver 2*, *Medal of Honour Underground*, *WWF Smackdown 2* are just a few of the PlayStation titles that'll be around this Christmas, with many more planned for next year. Be assured we'll keep you up to speed. ■

RETRO LIMBO

ARCADE HEAVEN OR COIN-OP HELL? WE DECIDE. THIS MONTH: *WORLD CUP ITALIA '90*

WHY I LOVE *WORLD CUP ITALIA '90*

Remember those days when love had the world in motion, and we couldn't believe it was true? The tournament that defined football for a generation spawned an arcade classic that made me realise I was unlikely to stop playing games for a long while yet! The game consisted of a knockout competition featuring matches you had to win to progress, though another 10p in the slot bought extra time if you drew. It was only ten years ago, but it seems like so long since I bundled the ball home and turned to a jubilant, if jerky, crowd to celebrate Mexico's World Cup victory. Technically OK, graphically unspectacular, but an early captor of the spirit of football. Boss-issimo.

Lee Hall



WHY I HATE *WORLD CUP ITALIA '90*

In an early trip to England I encountered an arcade title based loosely around one of the greatest football tournaments ever, Italia '90. Not only did the game totally disregard the group stages of the competition to increase the flow of cash from your pocket, but the gameplay was woefully formulaic. Simply pick out your man at the corner of the box and let him kick a shot over the defenceless 'keeper. Alternatively, take advantage of pathetic AI by crossing the ball so it lands in no man's land in the centre of the 18-yard area and thump it home with the knee, elbow or backside of your stick. We have a word for this: Norway - crap.

Liv Keeling

Verdict: She's Norwegian and she's



LOADING

Tony Mott is the world's most authoritative

FUTURE PROOF

SOMETIMES IT'S THE SIMPLE THINGS THAT WORK BEST...

Ah, Nintendo. Yes, I know that in an official publication such as this the word might be considered out of bounds. But it is so pertinent. Y'see, when you go and pick up your PlayStation 2 on 24 November, you'll be faced with the infamous 'launch line-up'. History dictates that this bunch of software will include a sports title (because they're relatively easy to lash together), a beat 'em up or two (converted from existing Japanese code in a jiffy) and a puzzle game (*Fantavision*, in this instance).

So far, so snoozeworthy. With the PlayStation 2 launch, however, a little surprise package will be rubbing shoulders with the likes of *Ridge Racer V* and *Tekken Tag Tournament* on the shelves of your local games shop. And this is where the Nintendo bit comes in. It's from the makers of one of the best N64 games of all time, *Goldeneye*. If you haven't already seen *Timesplitters*, chances are that screenshots would leave you wondering what all the fuss is about. Even when you first see it moving I'm sure you'll be left feeling cold. You've got to get a joypad in your hands before the thing sparks into life. The development community may continue to chase the technology curve, manufacturing more believable worlds, grinding out ever-more-complex artificial intelligence and attempting to bring 'emotion' (whatever that actually means) to videogames, but *Timesplitters* throws a lot of the fancy stuff out of the window to focus on the nuts and bolts: fun. In the absence of techy breakthroughs wrapped up in noncey terminology you get an experience that has more in common with *Doom* than, say, *Half-Life*.

By all means revel in the irony of it all. For the most exciting PS2 launch title does little else but provide raw, bare-bones gaming thrills. ■

PREVIEWS

Anime + mecha warriors
much excitement in Japan



SUNRISE HERO R

It seems the Japanese can't get enough of mecha warrior games. Mountains of metal with the rivets in all the right places go down a treat with gamers – a hangover from the glory days of Transformers (robots in disguise, if you recall). *Sunrise Hero R* is the biggest and baddest of these with 120 bots and 150 characters culled from 22 anime series.

With much more of a strategy bent than the majority of mecha warrior games,

Sunrise takes place on a mysterious planet covered in clouds. Below lie as yet unexplored lands and as you descend through the nimbus first contact is made. Cue titanium-cleaving blows and epic battles. Check out the artists that have worked on the game, Shoji Kawamori of *Omega Boost* fame, Junya Ishigaki of *Xenogears* and Kunio Okawara of the *Gundam* series. Serious robot creators one and all... ■

Control to Gunparade is training...
at the shops. Fisticuffs at dawn...



GUNPARADE MARCH

Robots again... The battle of man against machine rolls on. *Gunparade March* is currently being developed by Alfa System and provides a nice twist on the usual humanoid/metal based grappling. This time the main battle is between human and monster spirits, all professionally trained in the fine Art of Self Defence courtesy of an army training school.

26 characters are featured in the game and it's up to you to train each of them for

battle. Each character can take control of a number of different vehicles and robots, plunging into the fray to defeat the monstrous spirits. Interestingly for a mecha game, the plot is more flexible than the mission-based scenario, as each decision you make influences later events in the game. This also gives the game the opportunity to include some traditional role-playing elements like mini adventures and love games. Atten-shun... ■

ORIENT EXPRESS

PS ONE

EVERYBODY WANTS ONE...

PSONE FLIES OFF THE SHELVES, ALONGSIDE FFX

The number of PlayStation 2's being sold in Japan at the moment is quite phenomenal (see Otaku Youth) but let's not forget PlayStation and its ultra-cute revamp the PSone. Latest figures for the new unit are over a quarter of a million PSone's sold in the first three weeks.

Interestingly, our Akihabara spies report that more lady Otaku than usual have been picking up the unit, perhaps due to its aesthetically pleasing soft edges... PSone has been specifically designed to appeal to less hardcore gamers, and the strategy appears to be working.

Another reason for the increase in demand must surely be the bag of tricks that is *Final Fantasy IX*. The latest instalment of Square's smash hit series has proved more popular than ever, posting sales of 2.6 million in the first 24 hours of release – a world record for videogames. At the last count 3.5 million copies had been sold and our Akihabara spies were quick to notice that people have been stumbling from game shops clutching both *FFIX* and the new PSone. Attractive bundle packages clearly appealed to fans of the RPG, not to mention leading-edge gadget freaks.

Japan seems to be taking the possibilities of portability seriously, and it can only be a matter of time before someone is caught in the middle of a Tokyo traffic jam, fiddling about with Adelbert Steiner.

Music is another vital factor that contributes to the *Final Fantasy* series' immense popularity. Let's face it, the tunes in RPGs have to be catchy so people don't get bored to tears during the 80 odd hours they're exposed to them. The *FF* musical troupe pull this off episode after episode and *FFIX*'s closing theme, *Melodies Of Life* by Emiko Shiratori, is no exception. Released as a single in Japan, it's a surefire chart hit with the full *FFIX* soundtrack soon to follow. The musical style? Spellbinding... Check out Square's PlayOnline website (www.playonline.com) for MP3 files galore. ■

Final Fantasy IX boosted sales of PSone in Japan and is looking even better than *FFVIII*. Which is great news for RPG die-harder when it comes over here next year.



NEW RELEASES

DYNASTY WARRIORS 2

KOEI

As with Koei's *Kessen*, *Dynasty Warriors 2* is set on the battlefields of medieval Japan and is strategy based. But this time they've packed in some action too. Based on the classic Ming Dynasty novel *Romance Of The Three Kingdoms* the game sees you taking control of an army numbering thousands, hellbent on decimating the opposing force. Though strategy plays a large part in the game, the joy's to be found in actually getting in to the thick of the fight and whacking the enemy yourself. Lead by example! Oh yes.

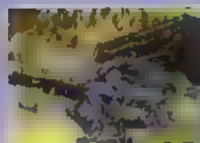
Of love and war in feudal Japan... play the game, then read the book.



GUN GRIFFON BLAZE

CAPCOM

More mech warrior madness from the developers at Game Arts. The 501st Japanese Foreign Legion troop are on the rampage across a war torn United States. Taking the reins of your robot, High Macs III, you stomp through missions across the globe including Guam, Greece and Egypt. The game features four levels of difficulty, combined with a dual leveled control system which gives it plenty of scope for the beginner and the expert alike. Blowing up the Space Shuttle at Cape Canaveral's an absolute delight too... ■



Metal plated behemoths stalk the land spreading destruction. Fire at will soldier.

BEALPHARETH

SONY

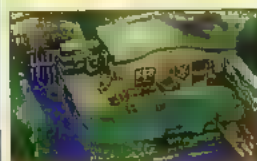
Treasure hunting on the PlayStation? It's here and it comes in the form of an action RPG (What else?). Explore misty ruins and the depths of sunken dungeons in an effort to get your hands on a fat pile of gold pieces. You take the role of one of 13 different character classes, from knight to archer, each with different special abilities. The game errs more towards the action orientated combat of *Legend Of Mana* than *Final Fantasy*, as your travelling pals fight automatically during battle sequences. ■

X marks the spot? Bealphareth is all about looking for golden skeletons.



JAPAN CHARTS

TOP 5 - MOST WANTED



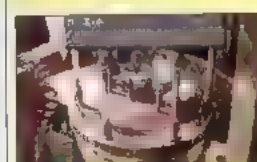
- 1 Dragon Quest VII (Enix)
- 2 Final Fantasy X (Square)
- 3 Onimusha (Capcom)
- 4 Metal Gear Solid 2 (Konami)
- 5 Tales of Eternia (Namco)

TOP 5 - SALES

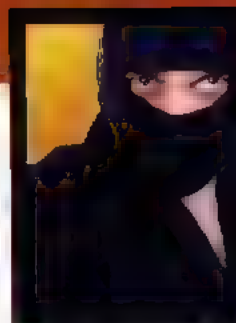


- 1 Final Fantasy IX (Square)
- 2 Dual Monsters III (Konami)
- 3 Digimon World 2 (Bandai)
- 4 Jikkyu Powerful Pro Baseball 2000 (Konami)
- 5 Bestmania Best Hits (Konami)

TOP 5 - READERS' FAVOURITES



- 1 Final Fantasy IX (Square)
- 2 Dual Monsters III (Konami)
- 3 Jikkyu Powerful Pro Baseball 7 (Konami)
- 4 Persona 2: Eternal Punishment (Atlus)
- 5 My Summer Vacation (Ubisoft)



OTAKU YOUTH

PS2'S OUTSELLING ITS PREDECESSOR IN JAPAN

Five months since it's launch PlayStation 2's scoring some serious sales in Japan. Latest reports are that the new console's currently resident in a whopping 3.5 million Japanese homes. To put this into perspective, PlayStation 2 is being swiped from the shelves at four times the rate of PS1 at the same stage in its life cycle.

Obviously this has caused a few technical problems as the factories are churning flat out 24 hours a day just trying to keep up with demand. But the most interesting statistic is that 30% of people buying the console did not previously own a PlayStation. Is the hardcore gaming Otaku a dying breed? Or are we witnessing the true acceptance of gaming into mainstream entertainment culture? Let's hope so. There are a massive 400 PS2 games currently in development, so there'll be plenty for people to batter their fingers with. Indeed, Sony estimates it will have sold 100 million PlayStations by next year. And that's before G5cube weighs in (see page six). To convergence and beyond... ■

AKIHABARA WATCH

NINJA X STALKS THE BACK STREETS OF TOKYO'S TECH DISTRICT AND DOWNLOADS THE LATEST TRUTHS AND LIES FOR PS2 GAMERS...

Enis and Korami are pairing up to bring the lucky Otaku of the Far East a baseball management game entitled *I'm A Supervisor*. Build up your team of batters and bowlers with a view to turning out a top team. It'll be out in Japan by the end of the year...

Coming soon to PlayStation courtesy of Irem Software is *Cartoon Kun*. The game runs like this: square blocks with different colour screens fall from the top of the screen. Rotate the block to match up the colours and make them disappear. Utter genius.

The good gamers of Japan go nuts for PlayStation card games, as *Final Fantasy VIII* proved. Latest in the genre is *Ninja Six*, described as *Tenchu* meets cards. You're a conquest-happy ninja keen to expand your territory across enemy's borders. Your technique? A glorified game of Snap, that's how. Could be interesting.

Square are readying their latest batch of millennium titles *Chrono Cross*, *Parasite Eve* and *Xenosaga* are all going to be released for 3800 Yen, for which sum you'll receive the game in a snazzy new box, along with tie-in mini figures and a little perfume box. Nice.

ONLY IN JAPAN

TARAPANDA'S EVERYDAY LIFE (BANDAI)

Another step into the strange world of breeding simulators brings us face to face with Bandai's upcoming *Tarapanda's Everyday Life*. Tarapanda is, ermm, a panda that eats cake and snakes and likes going to the cinema. You can play with it, pinch its cute little cheeks and nip down the virtual shops to get it kitted out in a whole new outfit. Right down to the kind of pants it wears. So at least the black and white beast will live on in videogames after it's been blasted into extinction. ■



LOADING

INDEX OFFER

IN AT THE DEEP END

UP TO £20 OFF AT ALTON TOWERS

As *Alien Resurrection* prepares to blast its way on to the streets, *Official UK PlayStation Magazine* has teamed up with Fox Interactive to offer our thrill-seeking readers the chance to take the big drop on *Oblivion* at Alton Towers.

An experience that's scarier than realising there's a face-hugger crawling up your trouser leg. Oblivion is the world's first face-first vertical drop rollercoaster. You hang suspended 60 metres above a seemingly bottomless pit before plummeting down at a staggering 110km an hour, enjoying the effects of 4.5Gs on the way. Which is more 'G' than NASA astronauts experience on lift off! It's not for the faint hearted, so if you can't cope with playing *Alien Resurrection* on your own, you might want to think carefully before stepping on to Oblivion. But if you've got what it takes, you'll find the ride in X-Sector at Alton Towers and with the voucher below you can get in for less. Clip out the coupon, present it at an admission kiosk and you and up to three mates'll be in Britain's No.1 Theme Park for a fiver each less than usual. And if you go during off-peak times (introduced this year) that'll make it only £11 for adults and £8 for kids! Not bad at all. Get clipping.

TICKET PRICES - 2000:

Adults	£21.00 (Peak Saturdays & Sundays) £16.00 (Off-Peak Monday to Friday)
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SISTER MERCY'S

WAITING ROOM OF DECAY

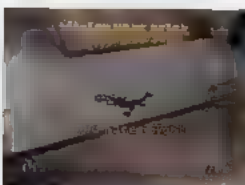
Each month the good Sister bores holes into the PlayStation's goriest games and diagnoses the damage that would result if the injuries therein were to happen in Real Life. This month? *Dave Mirra Freestyle BMX*.



• CASE STUDY ONE

Diagnosis: Having fallen from the top of a 16ft half pipe this young man is likely to have sustained multiple back and neck injuries. Such a fall should result in fracture-dislocation of the spine leaving him in quite some agony.

Prognosis: If the pressure on the spinal cord is not rapidly relieved there may be permanent paralysis. Relief may be achieved by applying traction using skull callipers. These would be introduced through small trephine holes drilled into the tempora region of the skull.



• CASE STUDY TWO

Diagnosis: Having fallen with his bike down this steep ramp, he will have sustained head injuries, multiple fractures, soft tissue injuries to limbs, multiple abrasions, friction burns and contusions. He will probably have dislocated his shoulder joint and will lose consciousness and collapse.

Prognosis: A CT scan would be necessary to reveal the extent of the head injury. The shoulder joint would need to be pulled back into place. Any fracture would be reduced and immobilised in plaster unless unstable, when the reduction would be maintained by fixing with metal plates. ■

In real life, Sister Mercy is Nurse Carol Channon, RGN RSCN. Why yes, Cat's mum

SCOOP! EXCLUSIVE STORIES... CURIOUS
QUESTIONS... ASSASSINATIONS

Final instalment of the world record PS gaming attempt saga. They've done it! After 16 weeks of playing *Streetsfighter Ex Plus Alpha*, Markus Wolff and Klaus Himmeler emerged from the basement of the Guinness offices in Hamburg to face the press. When asked how they felt, Wolff exclaimed, "Series Boom!" Himmeler then curled himself into a ball and flung himself at a bank of TV cameras before electrocuting a CNN reporter. Yes, a bit like *Blanka*.

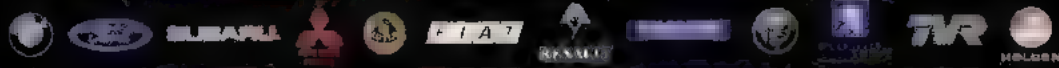
Oliver's Pub is a multiplayer-only game featuring Jamie harking his madcap recipes to players who must guide their character to big piles of food and throw the right ingredients with the right utensils in the right order. **PS3, Xbox 360, Nintendo Wii**



Wannert: Das alle hier für wichtig

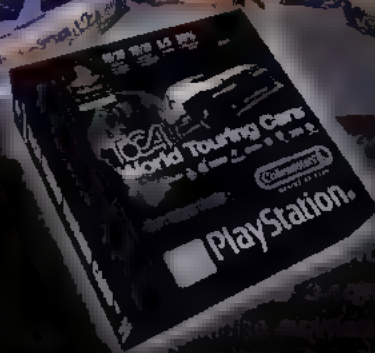
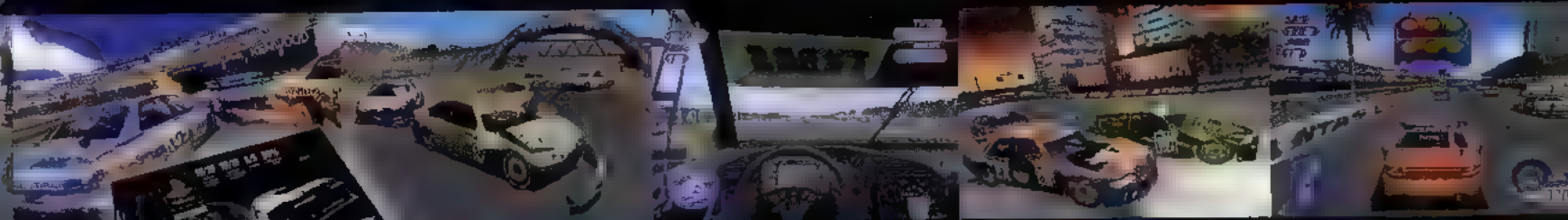
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SCREEN-TEST

DR. HOLLYWOOD IS KNOCKING SOMEONE OUT THE MAN IN IRON MASK

12. Metal Gear Solid

"Sweet Solid Snake... world-saving"
Directed by: Brian De Palma

THE PLOT

Arriving over both games, what you get is two for the price of one. The first half is a prequel to the first game, then the action shifts to New York. After years later with Metal Gear Solid being more ambiguous than all the rest of the first game and the second game, the story is more straightforward.

THE FITCH

It's the best of both worlds. From the first game to the second game.

GREEN LIGHT ON DEVELOPMENT HELL

Green Light. Simultaneous. Sign. videogame ever and major summer blockbuster movie release, anyone? Hey, why not even show the trailer in cinemas - only mix and match the PS2 game/movie footage? Plenty of great "bad" characters (a few with supernatural abilities). De Palma can do all-out action (Mission: Impossible) as well as pretty arty camerawork (Snake Eyes). Crowe is emerging as a "bad" character. Action home - with some bad guys and bad guys to spare. And movies are much better suited to those off-topic blathers about the nature of humanity and the evil of war and all that. Take all the best bits from the spirit of manga, mix in all we know about good action movies and if that's not good enough, they could also release it as DVD only, and then it'd just be a case of swapping discs. **AL**



Surely it's only a matter of time before Metal Gear Solid becomes a film

THE CAST



▲ Mel Ling - Angelina



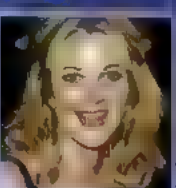
▲ Mel Ling - Angelina



▲ Mel Ling - Angelina



▲ Mel Ling - Angelina



▲ Mel Ling - Angelina

Photography: AllStar

FOOTIE SEQUEL

THAT WASN'T FOOTBALL

SCEE TACKLES PROBLEMS IN THIS IS FOOTBALL 2

SCEE's *This Is Football* kicks back into action with a PlayStation sequel in early November. *This Is Football 2* will use genuine player names and enable gamers to play a full domestic season.

What more could you ask for? For equivalent competitions to the European and UEFA Cups and compete for the equivalent of domestic honours, such as the FA Cup.

This Is Football 2 will also give you the chance to select teams from various European leagues and play in a raft of new stadiums. Development SOHO has improved the motion capture and lighting shading to add to the 3D look of the players. Players are expected to move more rapidly and they will have more moves at their disposal including obs. dummies, shimmies and feints.

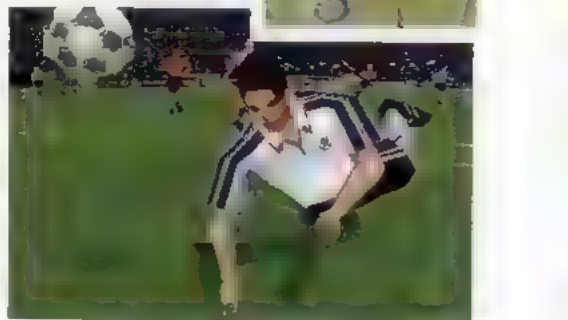
But SOHO doesn't know when to stop. Take the Street Soccer option where you will use jumpers as goal posts and play during school lunchtime. Passing will employ an icon-based four button system which also operates for through balls.

Beefed up computer AI will hopefully ensure more sophisticated and entertaining football, and the commentary has been tweaked too. As an added feature, a Timewarp league has been included, so you can play as teams from the 50s, 60s and 70s.

We'll have a full preview of how *This Is Football 2* will match up next issue. ■



What's this? Is it football? You betcha...



HARRY POTTER

POTTER TIME

EA SIGNS UP YOUNG WIZARD HARRY POTTER

Electronic Arts is the lucky publisher in the frame for a series of games based on JK

Rowling's hugely popular *Harry Potter* books. The first game's due out at the end of next year and will be based on *Harry Potter And The Philosopher's Stone*, the opening novel of the seven volume series. EA plans to release games based on all four books currently available, as well as games based on the upcoming film and any subsequent films that appear. *Harry Potter* the movie is due for release next year and is being directed by Chris Columbus, the man responsible for the *Home Alone* series.

Harry Potter And The Philosopher's Stone tells the story of how the orphaned young wizard

discovers his true identity and escapes his wicked relatives for the comparative luxury of Hogwarts

School Of Witchcraft and Wizardry. Together with his new friends Hermione Granger and Ron Weasley, he endures the perils of Potions class and the trials of Transfiguration spells. Fortunately he's got the joys of Quidditch (think football on broomsticks) to look forward to.

With a cast of colourful characters the books have become bestsellers worldwide, creating a blaze of publicity and critical acclaim for their author. Rowling will be helping to develop the games, inputting ideas and ensuring they remain true to the books. The licence allows Potter to appear on

both current and next generation consoles including PlayStation 2. Watch ■



IT SHOULD BE A GAME

EVER BEEN STRUCK BY A GENIUS IDEA FOR A GAME? TELL US ABOUT IT, WE WANT TO KNOW

THE WORLD OF WICKER / STEVE LEASH

• The Concept

Part-business sim, part-bemani game, *The World Of Wicker* is set in the ruthless environment that is the local handicrafts fair. Your goal is to have the highest earning stall in the market but you face stiff competition from rival weavers, who often resort to underhand tactics, like spicing your flask of soup, offering discounts to pensioners and playing pan pipe CDs to attract punters. But before you can man your stall you have to design your own range of basketware then weave it in the rhythm-based weaving section. A Wicker-Wicker Wah-Wah!

• The Pitch

Trays, log baskets, that chair Emmanuelle sat in, these are just some of the items you can create. But the challenge facing you is how to make a profit. Do you make a lot of cheap 'n' cheerful

plant pot holders or risk it all on a set of garden furniture? Do you build up stock in case a weaving-related injury puts you out of action? And let's not forget your rivals. Do you play fair or resort to the same dirty tricks as them? It's *Wall Street* meets the high street in *The World Of Wicker*.

• The Verdict

The novelty of the bemani-style weaving could do well in the Japanese market and the business aspect may tempt strategy gamers. But *The World Of Wicker's* craft-based action is ideally placed to exploit the pensioners' pound, as they tire of finding scraps of paper to play *Countdown* on. It could also be sold to secure hospitals seeking a 'fun', hi-tech alternative to their usual lunatic-subduing methods.



FROM THIS... TO THIS!

Would you like to see your game ideas brought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of PSM's version of your design.



NEW PERIPHERAL?

PLAY GAMES AND GET FIT

PLAYSTATION EXERCISE BIKE COULD BE THE GYM ACCESSORY OF THE FUTURE

Get off that machine and do some "exercise!" is common parental advice to fanatical gamers the world over. But the image of feckless, pizza-laden youths ballooning in front of their consoles could be swept away if a new invention is taken up for mass production.

Steve Croston, of Manchester, has built a prototype exercise bike that hooks up to

your PlayStation and turns your game into acceleration on most of the top racing games, including *Ridge Racer 4* and *GT 2*.

With variable settings and steering buttons on the handles the bike could be used as a gym accessory or as a PlayStation peripheral and is compatible with all formats including PS2. A unit could also be built as a low-cost add-on to existing exercise bikes.

As we sweated our way round Ridge City Steve told us: "I can't see this product not being made. Everyone who's tried it has had great fun." For more information contact him at steve@ultrafitmail.com

Dan is physically fit after just one lap of Laguna Seca!



Ⓓ

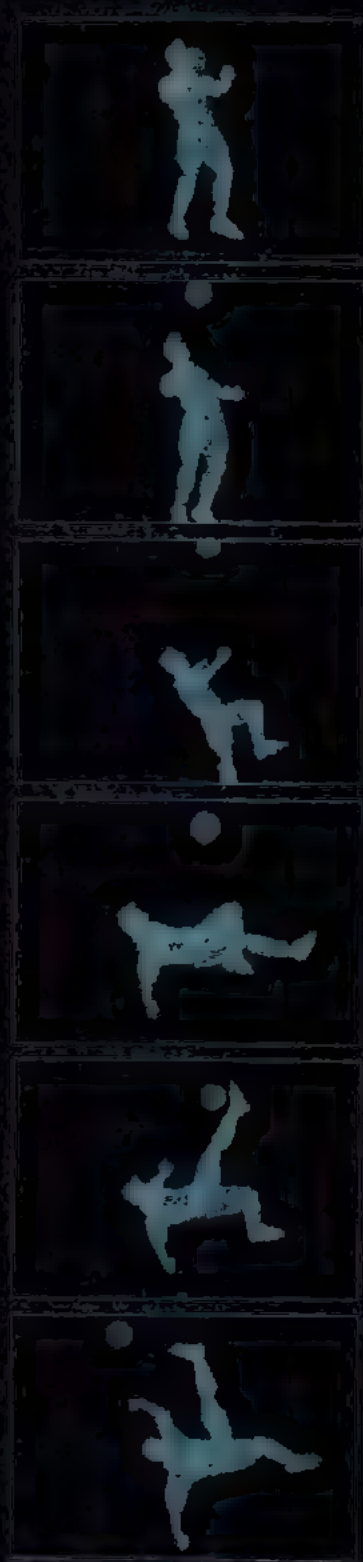
FREE TIME MUST BE USED PRODUCTIVELY

WWW.UK.PLAYSTATION.COM/WAITING_ROOM

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FIFA 2001

ARNHEM, HOLLAND: EA IS PUTTING SIX OF THE WORLD'S MOST RESPECTED FOOTBALLERS THROUGH THEIR PACES AS IT READIES *FIFA 2001* FOR LAUNCH. PSY TALKS TACTICS WITH THOSE INVOLVED.



On your bike, Flash means the bicycle kicks (above) can be rendered realistically because the motion capture process gathers data on the range of movement required from a human model.



You'd have thought it was only possible in a Nike advert. Dutch midfielder Edgar Davids rolls a static ball on to his right foot, performs his trademark shielding flick and knocks it to Paul Scholes. Scholes, one of the few English players to emerge from Euro 2000 with any semblance of respect, traps the ball and scoops it to his left, into the path of Arsenal and France striker Thierry Henry – who duly slams it into the net. As Valencia's Spanish international, Mendieta joins in for an impromptu game of keepie-keepie and is followed by Kaiserslautern's Pavel Kuka and Israeli defender Shimon Gershwin, over £70m of talent is on show as EA rolls out its biggest guns for *FIFA 2001*.

All the showboating, flicks and tricks are for the benefit of EA's motion-capture system for inclusion in the forthcoming PlayStation 1 and PlayStation 2 versions of *FIFA 2001*. Each player will not only



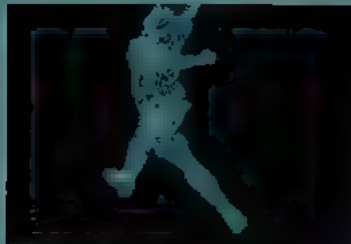
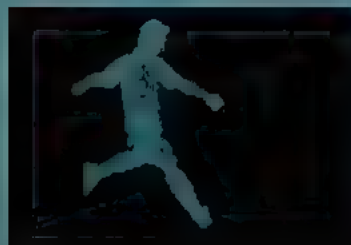
New signing: FIFA on PS2 boasts more memory which means better graphics.

grace the packaging of the game in their respective territories, but will also be providing the majority of passes, through-balls and volleys that will be in the final game. To EA, the expense of hiring such footballing talent is worth every penny if it furthers the realism of the series. The Vancouver team pioneered motion-capture in *FIFA Soccer '96* and, despite the slow nature of that game, the realism of the player movement was apparent and has got better with each successive update.

Of course, motion-capture's use is commonplace now, but when you consider



Old stager: RST says goodbye to FIFA as David (main pic) looks on



EA's motion capture team is relishing the chance to use the new console's capabilities to flex its muscles



the alternative would be artists animating players by hand, creating a huge margin for error, it is both a time-saving and beneficial process and you can see why EA has stuck with it.

With the PlayStation 2 version about to become the first licensed football title for European PS2 owners, the motion capture team is relishing the chance to use the new console's capabilities to flex its muscles – and show fully animated players doing the same thing.

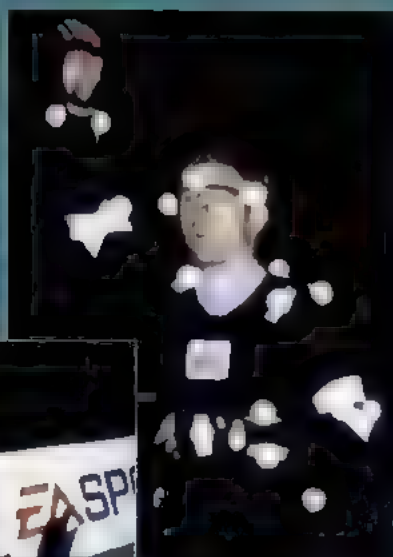
To EA, the importance of using real talent is huge. "I always say that anyone can play Richard III," comments FIFA producer Andy Abramowski, "but if I could choose anyone, I'd watch Sir Laurence Olivier in the role every time." Directing the action of *FIFA 2001*'s lives is senior motion-capture specialist Stefan Van Niekirk.

This is how it all works:



Paul Scholes, Edgar Davids et al are put through the r paces within a circular area ringed by ten light-sensitive cameras. The players are wearing modified wet suits with reflective balls located at all the major joints. The light-sensitive cameras will not register anything other than the movement of the balls, and send the recorded data to a linked PC set-up. The motion-capture for the PS2 version of *FIFA 2001* uses 40-50 balls in comparison with the 30-40 of the PS1 game. The distance between the cameras is dictated by what we are shooting," says Van Niekirk. "If we want to shoot a sprint we have a long, rectangular space while skills are done within a circle." The average area is 25'x15'.

A series of tracking computers translates the movement of the glowing balls into a binary file that can be played like a movie. The ten cameras are calibrated to the exact centre of the play area, ensuring that wherever the player is within the circle, a 3D rendition of the



Stunner! The ginger star shows off his natural good looks as he models this year's Man Utd kit (it's only a matter of time)

body moving can always be depicted. The action is also recorded on videotape to allow the developers to gauge the movement of the ball when it is kicked. The ball will not be motion-captured (although it is wrapped in light-sensitive tape, so the cameras pick it out) as it is impossible to judge the spin from a central point.

With the data stored, the computer's now to do which marker relates to which part of the body. For the PS2 game, particular emphasis is being paid to the spine. "We now have four markers on each player's back," Van Niekirk elaborates. "The majority of the body's movement comes from the waist as we don't bend from above the rib cage. In past *FIFA* games the players have looked a little stiff as they cannot move as fluidly as a real player. This will rectify the problem."

The markers are now joined into a basic stick-man skeleton on the computer. Its movement is then played over and over again to eradicate any problems such as animation twitches, mid-move or limbs

"The motion-capture team is relishing the chance to use the new console's capabilities to flex its muscles"

SCHOLE-DOO BOY

Paul Scholes is the ginger heart beating at the centre of the Manchester Utd and England squads. The 25-year-old is an established member of both teams, with Keegan hailing him as, "the best all-rounder in the country." Taking a breather from passing the ball to Edgar Davids for EA's motion capture cameras and resplendent in a suit covered in light-reflective balls and tape, the little scrapper took time to tackle *PSM*...

Your England colleague Sol Campbell was used by EA last year, did you talk to him about what it involved?

Yeah, I asked him what it was like. He said he had a good time so that was one of the main reasons why I did it.

What aspects of your game was EA looking to capture?

I think it is mainly the shooting, but I think every player has done pretty much the same thing. I don't think they've

emphasised one particular area. We didn't do any tackling, but I have been sent off! The first time this year, mind.

What's it like playing with the other motion capture stars while you're doing the filming?

It's great. To be involved with Mendieta, Davids and Thierry Henry is really great. I haven't been trying to copy them, though, or I'd probably fall on my face.





"Looking good" A laid-back Thierry Henry (left) learns how much easier it is when you only have to use your fingers

apparently unattached to the main body. Adjustments are kept to a minimum, however, in order to keep the realism of the movements. "We may just alter the height of a bicycle kick, but we try to leave things as they are," Van Niekerk says. "There will always be some tinkering

(the reflective balls that were stuck to the players in stage one of the process) to the relevant areas of the final body.

With the body filled out, additional aesthetic data is added. The motion-captured players featured in the game will boast rendered faces and realistic attributes, while estimation will be used for the rest. An identical piece of

"An identical piece of software will be used to piece together the faces"

involved, but we are currently developing a new technique to eliminate that."

With the skeleton going through the motions, a basic player body will be overlaid on to it. This fleshes out the bodies into a more rounded shape, but lacks detail. *FIFA 2001* will boast players of differing heights and build, with the likes of Henry and Mendieta based on the data from the filming. The animation of the fleshed-out player is then tied to the skeleton by connecting the key markers

software will be used to piece together the faces for the game with additional details.

Finally, the eight-man team will take a week to transfer the data into the players seen running around in *FIFA*. "This has been a massive task for us," admits Van Niekerk. "Motion-capture allows us to get the spontaneity of football and because the PS2 has so much more memory to allocate to the graphics and animation, I'm confident it will be a more flowing and intelligent game." ■



Counter measures: it might be its last hurrah on the grey box but as usual there's something new this year on *FIFA*: counter moves

THE NEW FIFA

The star feature in this year's PlayStation 1 instalment of *FIFA* is the inclusion of counter moves. Imagine, if you will, Ryan Giggs on the receiving end of a sliding tackle from Tony Adams. Were the mop-topped Welshman skilled enough (which most of the time he is) he'd be able to spin out of the way of Adams' oncoming studs and fly on toward the goal. With *FIFA 2001* you can do exactly that with a simple, and well timed, button tap.

Since the two-player game is the life and soul of the whole *FIFA* experience, it's worth noting that both sides have access to the same set of moves.

"The counter move strategy will add an extra layer of depth to one-on-one gameplay," explains *FIFA* producer Andy Abramovskii. "It'll be up to the player to decide on the fly which tactic will allow him the better chance of putting the ball in the back of the net."

All the players that were motion-captured for the game contributed to the counter moves. Alongside Henry, and Davids is defender Shimon Gershwin who Abramovskii tips for stardom. "You'll hear from him in a major European League before too long," he says.

Of course, the great thing about these counter moves is that we'll be able to figure out exactly how little Scholes manages to evade the defence and keeps popping up in the box at just the right moment.

What's the key to playing midfield?
First and foremost it has to be fitness. That has to be right and then it comes down to making goals and scoring goals.

Have you always played in that position?
I was more of a centre forward when I played for the youth team, but the coach moved me back.

Is it more satisfying scoring goals at



club or international level?
They're on a level par. I love scoring goals for both club and country. My most memorable goal is probably the one against Bradford or the one against Middlesbrough last season. The first one was a volley but I'll remember both for a long time – and probably the ones against Scotland for England.

What players did you look up to when you were learning the game?

People like Bryan Robson. And I was an Oldham fan as well and used to watch them – when they were a good team – so I used to watch Andy Ritchie, Denis Irwin, people like that.

And what footballers do you admire in the Premiership?
Harry Kewell of Leeds is one, but there are a lot of very good players in the league. Dennis Bergkamp is also very good.

FEATURE



A WHOLE NEW BALL GAME

EA MOVES THE GOAL POSTS WITH THE FIRST EUROPEAN KICKAROUND FOR PS2...

For EA the PlayStation 2 version of *FIFA 2001* marks a new beginning for the long-running series. Set to launch alongside the Sony console in November, EA has spent a small fortune in an attempt to turn its oft-mistrusted Kickaround into a worthy world champion. Using the Japanese version *FIFA World Championship* as a building block, it has decided against rushing out a straight port of the flawed NTSC title in favour of an all-new version, specially tailored to UK tastes.

We were just getting our feet wet with *FIFA World Championship*, and to be fair it has been well received in Japan, admits producer Andy Abramovsk. 'We're happy with what we've learned, but with 2001 we now have a distinct advantage over every other sports game as it is effectively a second-gen PS2 title.'

FIFA 2001 for PlayStation 2 has been in development for over a year and is a

huge step forward in terms of aesthetics for the series. Abramovsk has been a part of the *FIFA* team since the 1996 edition and was central to bringing motion-captured players into the game. For the 2001 edition, though, he has set the team a considerably harder task.

FIFA 2001's high-concept is experiencing life on the pitch through the

power of EA's 'Living, breathing' motion-capture series. As such, it's not just about mimicking your self, but creating life-like players. The players are the core of the game and we want to bring them to life. In this end, the strikers and midfield generals of *FIFA 2001* are considerably more detailed than the 32-bit counterparts, with facial

'People like the way it can be picked up and enjoyed straight away'

power of *FIFA*, Abramovsk says. It's about trying to create real players and environments and from that we want to build an unbelievable soccer experience.

PS2 will let us create more lifelike graphics and more ambient sound. It's a look and feeling that we couldn't capture on PlayStation 1, and we're

hoping to create a living, breathing motion-capture series. As such, it's not just about mimicking your self, but creating life-like players. The players are the core of the game and we want to bring them to life. In this end, the strikers and midfield generals of *FIFA 2001* are considerably more detailed than the 32-bit counterparts, with facial

animation, extra bodily animations (including wrist, ankle and hand motions) and licensed player kits including shirt sponsorships, even the hair moves!

Somewhat worrying, it is 4 years that 2001's gameplay is based on the same principles that have ruled past *FIFA* titles, Abramovsk is unrepentant. 'We're

standing by the gameplay, it has proved popular for its groups and people like the way it can be picked up and enjoyed straight away. Why make things harder?

We now have less syndicated movement and players move around the pitch with different agendas. If they have the ball they will move faster while those behind will conserve energy and stro back into position. It's significant as it is part of trying to get past the feel of school players and add ones with a feeling for football.

It's early days, but *FIFA 2001* has several interesting elements to the series. The controller's analogue buttons allow for different shot strengths and also gives you control over your player's pace. It's as if Abramovsk is summing up, 'I have new stadiums, 17 European leagues, boasting full complements of players, 16+ national teams and all the gameplay advances you expect from *FIFA* from year to year.' The season starts in November.

▶ What ambitions do you still have?
I want to play in the European Cup final as I missed out last time. That's still an ambition of mine and I'll keep going for it and hopefully I'll also win something with England.

Are you still learning the game?
I think you can go on learning until you're 35. When you're watching players like them [indicating Mendieta and Davids] doing their tricks, it's good to

watch and good for fans to be able to see in a game.

You came through the youth team. How is the current crop of Man Utd youngsters shaping up?
There are a lot of very good players there, but only time will tell if they're going to be good enough and can make it. It's quite hard to get into the team at the moment, but if they do break through maybe they'll make it.

Euro 2000 was a major disappointment; did you watch much after England went out?
A bit. I watched the semi-finals and the final, but that's all really.

Do you set yourself specific goals each season?
No, I think that's a mistake. You go through the season trying to score in every goal and win every game, but you can't always do that. ■





GERRARD

17

BET YOUR SHIRT ON IT



This is high stakes soccer where defeat can decimate your squad. Lose a game, lose a big name. Win and it's glory all the way. F.A. Premier League STARS 2001 - like football, only more so.



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BLUEPRINT

OCTOBER 2000

PSM PEEKS AT THE DRAWING BOARDS OF THE PLANET'S TOP DEVELOPERS TO BRING YOU NEXT YEAR'S GAMES FIRST

INSIGHT

Jason Kingsley,
creative director of
Rebellion, the new
owner of 2000AD



How did you go about buying 2000AD and was it driven by sheer fandom? There's seems to be an element of the Victor Kiam going on!

The negotiations took over two years from initial point of contact to the final signing of over 4,000 pages of documentation. Although I have been a fan all the way from Prog One, one of my concerns was the gradual decline of the comic's popularity over the last five years. It used to sell over 150,000 copies each week now it sells just over 26,000 a week. We are aggressively going to reverse this decline, and are planning the expansion of the readership right now.

Which characters do you think would translate best to a videogame?

Where do I start? There are over 700 characters and storylines fleshed out in the 14,000 pages that we have as a back catalogue. Obviously Judge Dredd is a hugely well-known character so too is Strontium Dog, Slaine, Rogue Trooper, Robo Hunter, ABC Warriors, DR & Quinch, Nikola, Dante. The list goes on and on.

What genres would work best for the characters? Would Rogue Trooper suit a strategy game?

I don't think we're going to do just one *Rogue Trooper* game. The character deserves several different types of game. A first-person shooter would be obvious but what about an RPG as he hunts for the Traitor General? The wonderful thing is that we have stories that work and have a beginning middle and an end, along with the setting, so by the end of the year that will come to eight. Not a bad total for us.

Started work on PS2 yet?

We're finishing off *The Mummy* for Universa, and Konam, and will be releasing *Gunlok* through Virgin this year on PC, so it will be a busy Christmas period for us. So far this year we've released four titles for other people, so by the end of the year that will come to eight. Not a bad total for us.

What do you think about the suggestion that PS2 is tough to develop for?

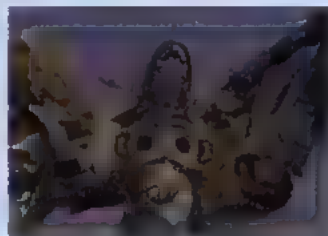
Every machine takes a different approach. Some areas of it are tough, some are easy. The key thing is it's a ways difficult to make a good game whatever platform it's on. Maybe the PS2 will sort the sheep from the goats.

When can we expect to see the first 2000AD game?
Gunlok will be the first 2000AD-branded game, and that will be out in October. Expect more from the 2000AD universe over the next few years.

Dan Mayers



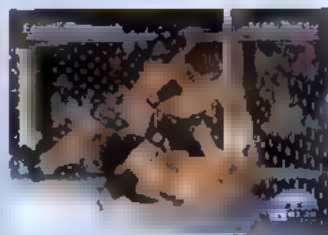
Buzz Lightyear



Digimon World



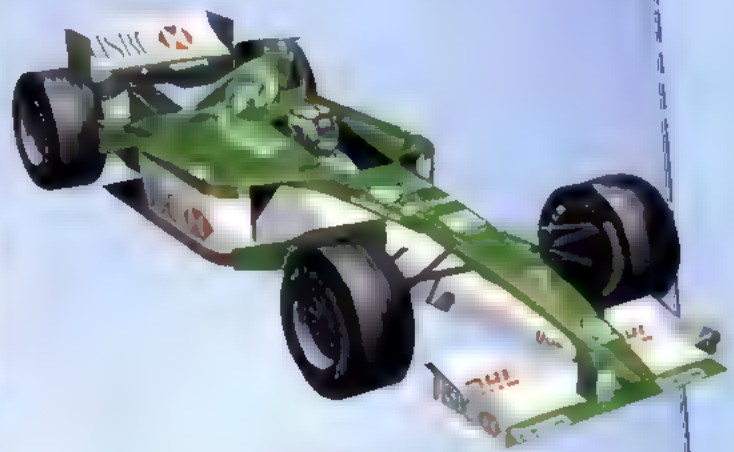
The Mummy



Ultimate Fighting Championship



Crash Bash



F1 World Grand Prix 2000

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UFC stamps and kicks its way into the ring. Nasty stuff...

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NAME:

F1 WORLD GRAND PRIX 2000

NOTE:

IF CAROL VORDERMAN BUYS ONE F1 GAME THIS YEAR THEN WE'RE SURE IT'LL BE *F1 WORLD GP 2000*

PRODUCT SPECIFICATION

STYLE: Racing sim

PUBLISHER: Video System

DEVELOPER: Eutechnyx

RELEASE DATE: December

DEVELOPMENT

CAR DESIGN:



COMPLETE: 80%

QUOTE:

"We wanted to present players with decisions off the track that were just



Roam free: If all the fiddling and R&D is getting you down you can play in Arcade Mode where you don't have to worry about damage, set-ups or strategies

RACE TACTICS

Perhaps wisely, the makers of *F1 World GP 2000* have concentrated on developing a tactically, as well as a visually, accurate race. Eutechnyx's Kev Shaw says, "During practice and qualifying sessions you're given access to the CAD/CAM Garage where you can make some real 'nuts and bolts' adjustments to

the car. In total there are over 30 areas that can be adjusted, from simple things like tyre selection down to some really esoteric technical stuff like Bump Stop



Damping. Each amendment made in the CAD/CAM garage will be felt by

the player in the car's handling. Performance can also be checked in the pits via a set of realtime telemetry data." During a Grand Prix race the emphasis will be on not just avoiding damage (this will radically affect your car's performance) but also keeping everything mechanically tip-top by being easy on the accelerator, brakes and suspension.



F 1? More like, "Which 1?" what with SCE's *Formula One 2000*, EA's *F1 2000* and now *F1 World Grand Prix 2000* cluttering up the pit lane. At least *F1 WGP 2000* from Eutechnyx, the maker of *Le Mans 24 Hours* (PSM54 7/10) and forgotten gem *Total Drivin'* (PSM25 8/10) is looking sufficiently different to make racing fans rubber-neck as they speed past.

For the record, *F1 World Grand Prix 2000* will have all the correct driver and team names but you won't actually get to be Schuey or Mika. "You always compete as yourself" Eutechnyx's Kev Shaw explains. "We decided that being you and racing against all these real drivers was much more exciting than being forced to adopt the persona of somebody else." This radical approach makes sense when you understand that Eutechnyx wants to bring an evolutionary slant to the Grand Prix Mode. "The player can adjust over 30 different aspects of the car's set-up from the start," says Shaw. "However there are also five areas that can be improved through R&D: Engine, Gearbox, Aerodynamics, Pit Crew and Brakes.

"When you commission research, your team of designers will disappear for a week or so and work on the desired aspect of the car before reporting their findings. With the engine for example the researchers could say, look at using a new synthetic lubricant to reduce friction, or look at the engine mapping to see how the engine could operate more efficiently.

"The idea is that as your skill grows, so does your car's performance and rather than just being the team's car it becomes your car."

Being yourself also means that, as in football management games, you'll get offers from other teams if you perform well. "When a new team offers you a drive you'll be invited to



Finger flicking good: Although you can't race as Schumacher, Coulthard or Hakkinen you can take them on, by beating them on the track and taking their rides off it.

their test track," reveals Shaw. "Here you'll be given a lap time to beat and if you do you'll be offered a drive with the new team. If you receive an offer from another team then you're presented with a quandary: accept and start with a new car, or stay with your original but improved car? We wanted to present players with decisions off the track that were just as important as those on the track."

If all this is sounding a bit scary then you'll be relieved to hear that *F1 WGP 2000* also has an arcade side. "At the start of the game, the tracks and teams are locked and you must progress through the season to unlock them," Shaw says. "This means the tracks toward the end of the season calendar and the other teams retain some mystique – they have to earn them. The idea is to keep the player's interest, reward him for success and always give him a goal to work toward." As well as Grand Prix, the game has a dedicated Arcade Mode where there's no worrying about damage, set-ups or strategies and there's also a two-player split-screen option.

It's the realism and tactical elements of the Grand Prix Mode, however, that Eutechnyx hopes to wow F1 fans with. "As well as 'physical damage' the car can also suffer mechanical damage," Shaw reveals. "Over-rev the engine and it will overheat which may lead to it blowing. Scrub your tyres on gravel or overheat them and they'll blow. There's so much more to racing an F1 car than keeping it on the track and we've incorporated this in the game."

All *F1 WGP* needs now is a big name to preside over its launch but Shaw reckons they've got that covered. "We've got a celebrity from the world of F1 on board," he tells us. "I can't discuss who or in what capacity at present, so you'll have to wait and see." We will. ■

Pete Wilton



"Go go go!" Learn from the stars and cut up your rivals – just watch out for the finger!



Careful! Miss a corner and go on to the gravel too often in Grand Prix Mode and you could blow a tyre.

DESIGN PROFILE

LOGO:



NAME:

Key Shaw

JOB TITLE:

Manager

HISTORY:

Has worked on a number of PlayStation racing games over the last four years including *Total Drivin'*, *Max Power Racing* and *Le Mans 24 Hours*.

INFLUENCES:

Apart from drawing on the experience gained by creating so many quality racers, the team is driven by its love of Formula One and the way it combines state-of-the-art technology with a need for speed.

OTHER INFORMATION

WEB SITE:

www.eutechnyx.com

as important as those made on the track"

NAME:

BUZZ LIGHTYEAR OF STAR COMMAND

NOTE:

BUZZ TIGHTENS HIS SPACE-BOOTS AND TAKES TO THE STARS. COME FLY WITH US...

PRODUCT SPECIFICATION

STYLE:	Action adventure
PUBLISHER:	Activision
DEVELOPER:	Disney/Pixar
RELEASE DATE:	Early 2001
COMPLETE:	90%



Animaniac! Get used to the sight of the lantern-jawed one on your screen as *Buzz Lightyear Of Star Command* is taken from Disney's new hand-drawn cartoon show that's just successfully opened in America

Poor Buzz. Remember that bit in the first *Toy Story* film where his illusions were shattered, and he realised he was actually just a toy, and not a Space Ranger at all? Fortunately, Woody didn't tell the chisel-jawed space-jockey that he was probably made in a Taiwanese sweatshop by child-labourers. That would've really shattered his world view.

Fortunately, *Buzz Lightyear Of Star Command* sees Buzz answering his true calling - as the galaxy's most dashing and heroic Space Ranger. We talked to Activision's Tom Heath to see what the game is all about.

"As the real Buzz Lightyear you must rid the galaxy of Zurg, his evil minions, and his deadly legions." And does he get any help on his quest? "You'll get the help of your fellow Space Rangers at Star Command. Buzz and the team must chase and defeat all the major villains from the forthcoming TV series, across numerous diverse planets, before finally confronting Zurg himself." Heath went on to describe some of the characters that'll fight alongside Buzz: "There's Mira, the Tangean Princess. She uses her psychic ghosting abilities to get ahead of Buzz's targets. And there's Booster, a huge over-enthusiastic farmboy from

the planet Jo-Ad." With such an army of heroes behind him, how can Buzz fail?

Heath was keen to impress that it'll be an action-packed affair. "The game involves a lot of high-paced action and a lot more shooting than the previous *Toy Story* game." So Buzz'll be armed to his perfectly-brushed teeth? "Yeah, Buzz uses the latest weaponry and transport. He has access to lasers, plasma guns, gatling guns, rockets..." Suffice to say, Buzz won't be going begging in the boom-stick department. But what about vehicles? "Buzz also uses a jetpack, hoverboard, jetbike, booster and teleporter." Could action fiends ask for more?

But the most exciting thing is that you'll be able take Buzz in any direction you want. Heath explains, "Players can try high-speed strategies of their own - should I power-up this weapon, or collect extra credits and use them to teleport past a section? The myriad of choices have replayability written all over them." And that's what we crave - a bit of longevity. PSM over and out ■

Al Bickham



It's all hover as Buzz commandeers a string of nippy space vehicles to boost his pace

DESIGN PROFILE

COMPANY:	Activision
NAME:	Tom Heath
JOB TITLE:	Senior producer
HISTORY:	Heath was a programmer at Sony then went to EA for two and a half years before joining Activision
INFLUENCES:	Heath's major motivation for the game, apart from the forthcoming <i>Buzz Lightyear</i> TV series, is to make something totally unique

QUOTE: "You must rid the galaxy of Zurg and his evil minions"

new caribbean style

Sunny
Delight

reach for the
new caribbean sun

and on you go.

NAME: DIGIMON WORLD

NOTE:
POKÉMON RIVAL SET FOR UK RELEASE AFTER SUCCESS OF TV SHOW. LET PLAYGROUNDS BEWARE...

PRODUCT SPECIFICATION

STYLE:	RPG/adventure/monster breeding
PUBLISHER:	Bandai UK
DEVELOPER:	Bandai
RELEASE DATE:	November
COMPLETE:	80%



Pikachu RIP? If Bandai has its way, Digimon will replace Pokémon by year's end. Here's hoping...

The wait is over. PlayStation owners clamouring to have their own brand of little monsters to collect and train will soon be able to get their hands on 113 of the critters. Bandai is releasing *Digimon World*, based on its successful cartoon series, currently being screened by ITV.

You are given a randomly chosen Digimon, who you name, to begin your quest to rally the inhabitants of Digimon Island, some of whom have mysteriously lost the power of speech, and expose the evil destroying their society.

There are lots of RPG and adventure elements," Bandai's Darrell Jones told us. "The idea is to explore the whole world and meet every Digimon. There are puzzles to solve, items to collect and clues and information from all the characters you meet."

Much of the action takes place in training camps outside the island's evil capital, the once-glorious F.E.C. City. You need to pet your creature to keep him happy, ensuring he has food and rest and encouraging and chastising him according to his behaviour. Sometimes he'll take care of himself by dropping a whoopsie in the woods when he feels the need. Right.

You are also able to improve the skills of your monster through a series of passive training

exercises. For example, you can improve his strength by having him repeatedly whacked by a giant boxing glove or tweak his attacking skills by making him kick the hell out of a tree stump in the Green Gym.

"As you explore the Digiworld, you and your Digimon will encounter good and bad monsters," Jones says. You can stand and fight or run away. If you beat them you can befriend them, though they occasionally leg it, dropping their possessions as they flee.

"All my Digimon are hard as nails," Jones boasts. "I always fight first and ask questions later. However, you also need to pick up key items for when you reach dead ends or need information from other monsters."

Jones also promises strong visuals. "The Digimon are 3D characters set against *Final Fantasy*-style backgrounds, which helps when you are trying to find a toilet for your Digimon in a hurry as spinning camera angles can be very confusing. The development team also aims to convey a sense of the passage of time. Nightfall gradually creeps in as the day progresses and your monster has cyclical feeding needs which must be satisfied.

Digimon World is scheduled for release in November. Gotta erm... collect 'em all.

Lee Hall



DESIGN PROFILE

COMPANY:	Bandai UK
NAME:	Darrell Jones
JOB TITLE:	Manager
HISTORY:	Jones has worked on all things Digimon since its launch and other hugely successful series such as the <i>Power Rangers</i> .
INFLUENCES:	<i>Digimon World</i> comes directly from the <i>Digimon</i> anime series currently being screened on ITV.

QUOTE: "All my Digimon are hard... I fight first and ask questions later"



CREATE YOUR OWN LEGEND

Hawk's back. And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Muntalides, 90/90 Nosealides + Tailalides, Hurricanes, Heelflip Variants, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then earned it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash to upgrade your sick new ride. THPS2, taking you to levels that were once reserved for mere legends.

TONY HAWK'S PRO SKATER

2

OVERVIEW:



2-Player Mode and



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and New Skaters



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HAGE AGAINST THE MACHINE / NAUGHTY BY NATURE / PAPA ROACH & MORE



NAME: THE MUMMY

NOTE:
KONAMI BREATHES GAMING LIFE INTO CELLULOID TOMB ADVENTURE

PRODUCT SPECIFICATION

STYLE: 3D action/adventure

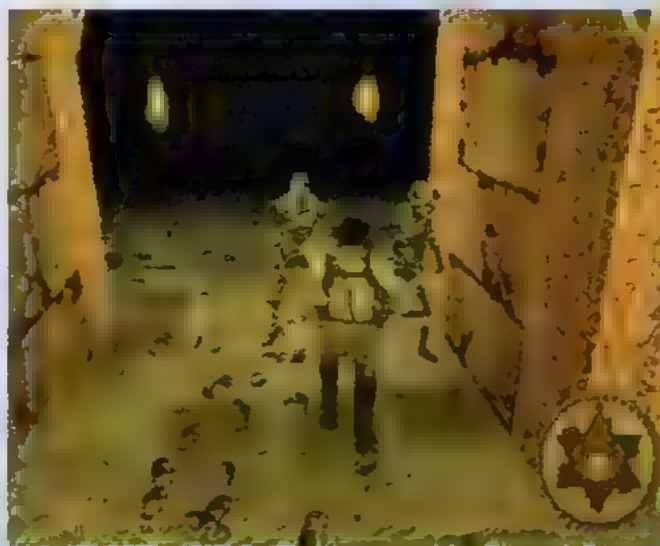
PUBLISHER: Konami

DEVELOPER: Rebellion

MARKET DATE: November

DISC INFO:

CHARACTER DESIGN:



CUT IT OUT

Movie licences have been around for years, dating back to arcade conversions of big-screen offerings like *Star Wars*. However, Graeme Williams, head of production at UK-based developer Rebellion, is confident *The Mummy* will offer gamers something new.

Rebellion has paid close attention to the cinematic quality of its new 3D action

adventure. Aside from the locations, enemies and protagonists, Rebellion is using the actors from the film as character voice-overs. "We used both the camera-work and audio to full effect in delivering the frights and action elements," says Williams.

Indeed, the sound engineer on the project is a BAFTA nominee. His work on the PC title *Alien Vs Predator* was praised

for generating such an intense atmosphere. Graeme assures us the team plans to go one better with *The Mummy*.

The cut-scenes are the cornerstone of the cinematic approach. "We've gone to great lengths with them to recreate the experience of the movie," Williams says. There will also be a trailer for the upcoming film sequel, *The Mummy Returns*.



I want my... Ghouliah baddies and fiendish puzzles will have you scarping for the loving arms of your mother

The game version of the Hollywood blockbuster, *The Mummy*, is shaping up as a cinematic action adventure with designs on *Tomb Raider's* crown. The title is packed with ghoulish adversaries and developed by the team behind all-action PC classic *Alien Vs Predator* on the PC.

We asked Graeme Williams, head of production at Rebellion, to give us the lowdown on the titles best features and his favourite topic soon became apparent. "We can't forget those flesh munchin' scarabs, can we," he told us. There will also be dozens of mummies to see-off, "from simple slaves through to high priests," Williams warned.

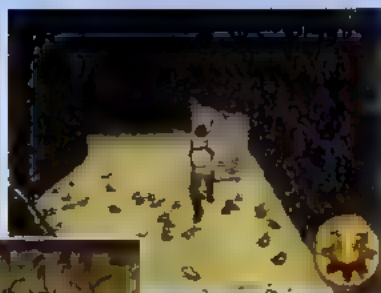
You play Rick O'Connell — except in a bonus mode where you're the ultra-cool, man-in-black Ardeth Bay. Your tasks will mirror the events of the film as you battle through three acts set in separate locations. There are 13 main levels, three boss levels and six arcade sections in a title that Williams describes as "90% action based."

The main focus of the action sections is a series of traps, dreamt up by the imhotep race, whose tomb you are raiding. The puzzle elements are particularly evil, Williams tells us. He pinpoints a section featuring The Plague Of Gadflies, where Rick is forced to make a sharp exit from a chamber filling with killer midges, as the most evil, of the lot. To escape you have to plan a route out, contending with the fiendish series of earthquakes that constantly modify the scenery.

The obvious comparison with other well known tomb raiders is not entirely valid, according to Williams. "The action is not as inspired by the likes of *Tomb Raider* and *Indiana Jones* as you might expect," he explains.

COMPLETE: 80%

QUOTE: "You can be sprayed with acid salt or wind up bathing in molten lava if



Scarab attack!

The creepy chest-busters from the film make an untimely appearance



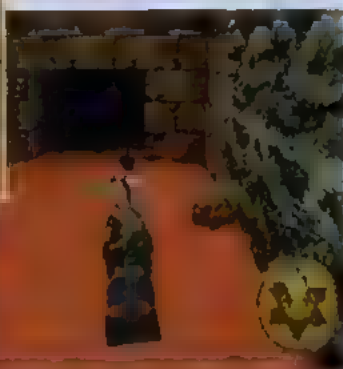
It is more relentless, with a "more claustrophobic feel" The fact that *The Mummy* is set in the golden age of Hollywood movies, means Rebellion has aimed to produce a more physical and believable environment. "It was important we used mechanisms that were known to the Egyptians," says Williams, explaining his desire to combine the realistic with the fantastical. However, he does admit that "Some control mechanisms we use might be familiar but only because we believe they're the most intuitive way to drive a character"

Of course, it is inevitable that realism will sometimes give way to gameplay, and one passage of play will involve you guiding Rick down an underground section of the Nile on a surf board. You must negotiate rapids as well as pick up items and dodge falling branches and other traps.

It seems death and violence will never be far away as you blast a path through the undead with weapons ranging from dual pistols to a Lewis gun. There will also be a magical element with ancient swords and magic amulets to collect and deploy along the way. If you do come to an end it is more than likely to be very sticky indeed. You can be sprayed with acid salt or wind up bathing in molten lava if you take the wrong turn or confront a particularly mean baddie. Then, of course, we must not forget those scarabs. The trickiness of *The Mummy* will be compounded by the fact you can only save once you've collected the star keys, which appear at the end of each level.

Overall, the promise of a tomb full of this is and spills means PSM will keep a watchful eye on the progression of this ambitious adventure game. Come watch with us. ■

Lee Hall



Hot surfin' action. And, we mean hot. In one section our hero rides down a molten river. Elsewhere he'll beat off mummies and leap through fire

DESIGN PROFILE

LOGO:



NAME:

Graeme Williams

JOB TITLE:

Head of production

HISTORY:

After working as a studio manager at Psychosis, Williams moved to Rebellion, working on titles such as *Alien Vs Predator* for the PC

INFLUENCES:

Naturally the film, but also *Alien Vs Predator*, *Crash Bandicoot* and yes, the numerous adventures of Indiana Jones

OTHER INFORMATION

WEB SITE:

www.rebellion.co.uk

you take the wrong turn"

NAME:

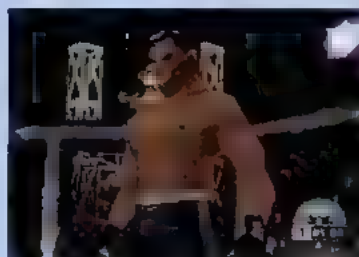
ULTIMATE FIGHTING CHAMPIONSHIP

NOTE:

PUNCH, KICK – IT'S ALL TO THE HEAD, IF YOU'RE UP FOR THE ULTIMATE CONTACT SPORT

PRODUCT SPECIFICATION

STYLE:	Beat 'em up
PUBLISHER:	Crave
DEVELOPER:	Opus
RELEASE DATE:	November
COMPLETE:	55%



Can you kick it? Yes you can. Again and again, and again, and...

Coming on like *Fight Club* meets *Enter The Dragon*, the phenomenon that is brawlers trying to KO each other by any means necessary is sweeping the US under the Ultimate Fighting Championship banner. Now you can join the scrap with the first ever UFC videogame.

According to producer Jeff Barnhart however, UFC is not just about ultraviolence. "In Career Mode," he told us, "you can create your own fighter, build him up by sparring against 29 other fighters in which skill points can be earned for winning fights. These skill points can be used to buy new abilities and increase your stamina, endurance, punch power, kick power and to buy new moves." Alongside Career is the UFC Tournament Mode, Exhibition for one-offs and a Training Mode where you can perfect your tactics and learn new moves.

Fans of this blood sport will no doubt relish the inclusion of their favourite stars. "The top three fighters are Tito Ortiz with great submission moves, Kevin Randleman with great wrestling and striking power, and Pat Militech with awesome speed," Barnhart says. The varied fighting styles employed by contestants are also modelled, with jujitsu, boxing and wrestling being favourites among Opus playtesters. As for

the ability to absorb damage, "it really depends on the fighter, we tailored this to match how the fighters really perform," Barnhart assures us.

Each fighter begins with 30 basic moves but you can add to that 40 specials culled from their real life fighting style. So how have they coped with tracking all the collisions this advanced limb-flailing makes possible? "It's been really difficult," Barnhart admits, probably one of our biggest challenges. But the collision detection system is very good and works really well.

Unlike *ECW*, the action never descends into torture cabaret: you won't be able to pull off eye-gouging and other moves banned in the sport although spurting crimson is expected. "It's not a blood-bath but it's really cool when you see it," Barnhart says. Your polygon hero may be gagging to retre but the road to true champion status is a hard one. "After winning the silver belt in UFC Mode you must defend the belt against 12 consecutive challenges to earn the gold championship belt," Barnhart says. Handy for paying off those medical bills. ■

Dan Meyers



Grrrr! Real fighters with their real moves. Good ol' Marco 'n' Chuck (er, who..)

DESIGN PROFILE

COMPANY:	Opus
NAME:	Jeff Barnhart
JOB TITLE:	Producer
HISTORY:	Worked on everything from Tony Hawk's Skateboarding to Selenia, and PC titles such as Descent 3
INFLUENCES:	UFC events are the main source of inspiration but the team also looked at Tekken, Total No 1 and Street Fighter

QUOTE: "It's not a blood-bath but it's really cool when you see it"

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A-LEVELS ☐ NUMBER _____ HIGHER DIPLOMA (OR SCOTTISH HIGHER) ☐ NUMBER _____

GCSE PASSES (A, B OR C GRADE) ☐ NUMBER _____ MATHS ☐ ENG. LANGUAGE ☐

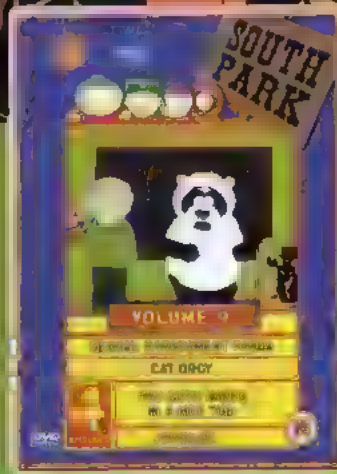
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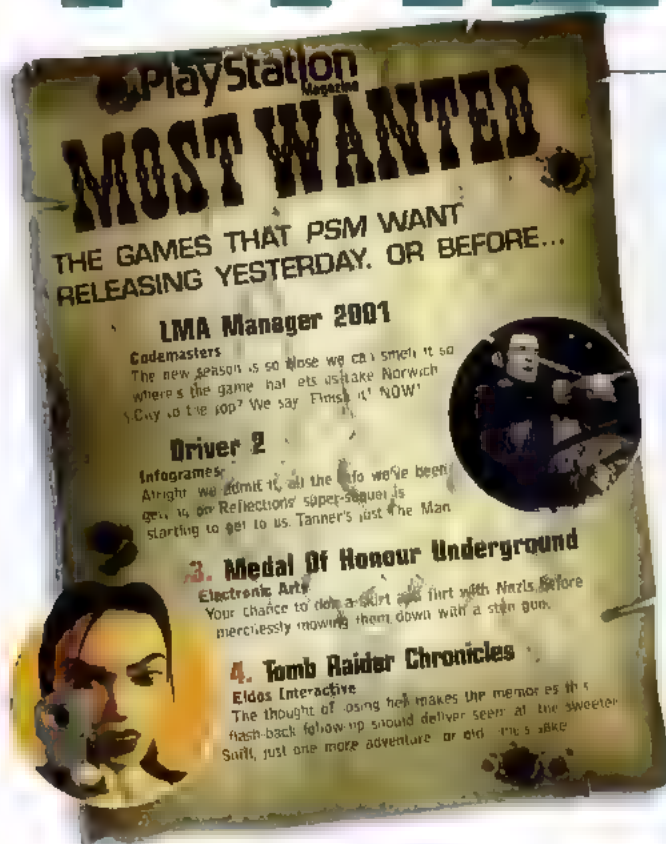
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PREVIEWS

OCTOBER 2000



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PREVIEW SPECIAL

A SPECIAL LOOK AT A GAME DESTINED FOR GREATNESS.

THIS ISSUE: the road madness of Driver 2

060

A.W.O.L.

PSM HUNTS DOWN THE GAMES THAT HAVE GONE MISSING IN ACTION

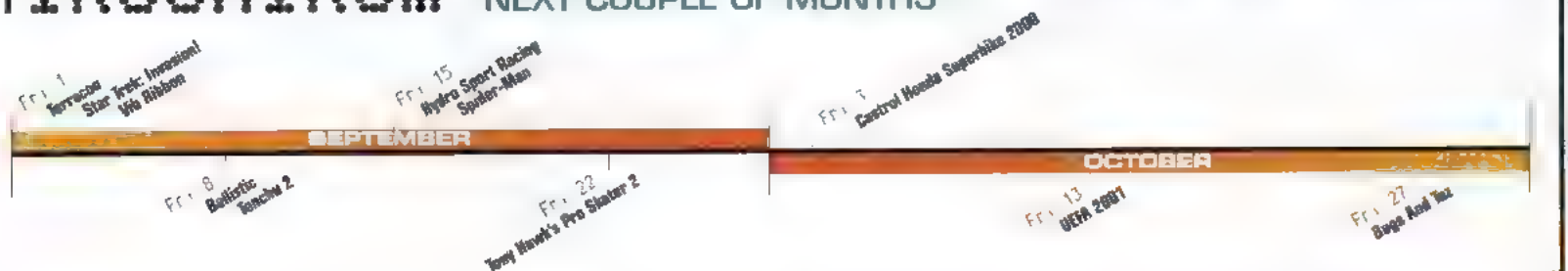
Planet Of The Apes

Fox Interactive

The ape uprising that we predicted at the beginning of the year has failed to materialise, and with our gorilla chums looking as docile as ever, we wonder will this 3D action/adventure ever appear? Fox says it's still in the pipeline, but we reckon the primates could storm PS2 at this rate

INCOMING...

SOME OF THE GAMES YOU CAN LOOK FORWARD TO OVER THE NEXT COUPLE OF MONTHS



PREVIEW

...are, fast/traies/skid/nurse

Publisher: SCE

Developer: Studio 33

Number of players: One to four

Release date: Autumn

Formula One 2000

OFFICIAL F1 THIS, F1 CHAMPIONSHIP THAT, WHATEVER HAPPENED TO THE ORIGINAL FORMULA ONE GAME? IT GOT BACK ON TRACK, THAT'S WHAT...



Mirror, signal...
The squiggly lines indicate that there's a chicane up ahead. If you are wise you won't lock your brakes up like Eddie (right) but will clip the kerbs and glide through



Eack in 1998 it looked like game over for fans of the *Formula One* series.

New developer Visual Sciences managed to ditch the excellent Psygnosis-made *Formula One '97* and replace it with the rattling bag of bolts that was *F1 '98* - a follow-up that was actually worse than the original game, created some two years earlier. You could almost hear Murray screaming "No! No! NO!" as the fay handling and jerky graphics saw you aquaplane across the gravel.

One year later and a new constructor, Studio 33, took up

the challenge. It set about modelling the famous courses and cars with workmanlike zeal to get the series back on the podium. The result was the much improved *Formula One '99* (PSM52 B/10). Now, with the unveiling of *Formula One 2000* Studio 33 intends to see the PlayStation's first F1 series crowned champion once more.

Formula One 2000 is designed to both win back arcade fans unhappy with '99's chopped down Quick Race Mode and please simulation addicts with a well-balanced Grand Prix Mode. In the preview version of the game the new Arcade option has yet to be put in, so we can't tell you about the innovative bonus system that rewards you for winning races. Grand Prix Mode, however, is no such mystery - all 17 courses from the 2000 season are here to be raced singly or as part of a championship by any of the correctly named teams and drivers. It's worth saying that all the track models have been completely rebuilt and look extremely appetising. Unlike previous efforts every circuit is composed of different hues to distinguish the tracks more effectively. So Brazil's Interlagos is verdant Qualcast territory while Monte Carlo is a ternately gloomy greys and tans and brilliant marina blue and white. Just as importantly each course requires a subtly different approach, so you're rewarded for aggressive kerb riding at Belgium's Spa Francorchamps, whereas a similar plan of attack on speed circuits such as Hungary's Hungaroring will have you spinning off in a cloud of grass clippings.

The most important improvements on '99 should be in the areas of driver intelligence and multiplayer settings. Instead of simply

"Instead of barging you other drivers will nip to one side or defend their line"

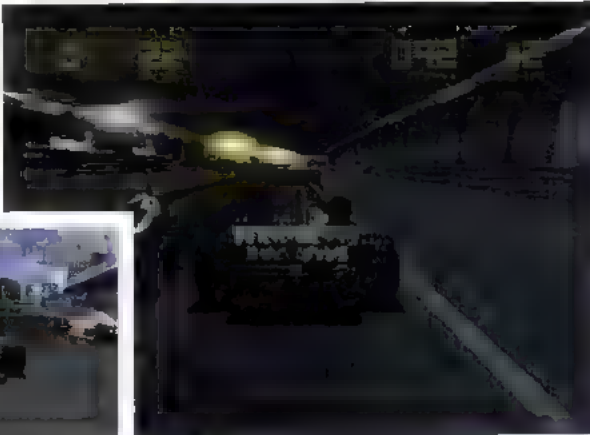


Winger. The detail in your mirrors is just one example of the slicker graphics

Formula One 2000

Road hog.

Monaco, the spiritual home of all F1 fans. Glowing lights in the tunnel and superb scenery makes this a joy despite its mix of evil hairpins.



barging you off the track other drivers will rip to one side or defend their line depending on how aggressive/fast they are compared to you. This means that, as Schumacher or Hakkinen, it's relatively easy to scorch past a few back-markers but try to nudge in front of Jean Alesi after a pitstop and you'd better be ready to lose your nose cone. If racing against humans is what you're after then *Formula One 2000* offers two alternatives – take on up to three other drivers on a track you've got all to yourselves or opt for a half rather than a quarter split-screen and compete against a full grid of top F1 stars (a proper Two Player at last: YES!)

Cram in all the new rules from the 2000 season (turn them off if you want argy-bargy), a fully customisable starting grid, slightly less manic commentary by Murray Walker (now tempered by Martin Brundle) and a quiz to keep you occupied while the game is loading and you have what could be sexy enough to be seen on Eddie Irvine's arm.

Pete Wilton



Push Button. See if the West Country boy can steal the championship from wiser heads.

WATCH OUT FOR...

THOSE COLIN MCRAE-STYLE DIRECTION ARROWS



Traditionally F1 games have been as much a test of memory as reflexes as you attempt to juggle every corner, chicane and hairpin in your head while trying not to shunt back-markers at 165mph. In *Formula One 2000*, happily, your brain is given a kick-start by coloured arrows showing the direction and severity of upcoming turns. Once you know the circuit you can just turn these reminders off. Neat.



WINNING POST



"Petite Turismo"

PSW August 2000



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PSM OPINION

+ POINTS

- F1 down to the wheel nuts
- A proper two-player option
- Lovely looks and handling

- POINTS

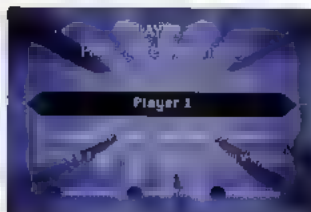
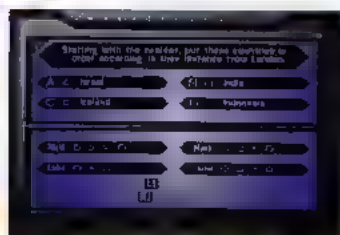
- Arcade Mode under wraps
- Finicky menu screens
- Indianapolis is yawn-worthy

! ADVANCE WARNING

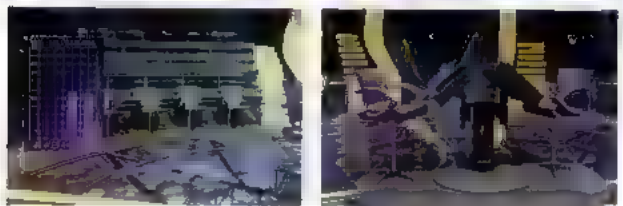
Even at this early stage Studio 33 appears to have captured some of the magic that made the original *Formula One* special. The difficulty level is nicely pitched and the Arcade Mode means quick-fix racers and buffs alike should be happy.

Who Wants To Be A Millionaire

"IS THAT YOUR FINAL ANSWER?" "YES, DAMMIT, YES!!!" NOW YOU TOO CAN DO THIS, IN THE COMFORT OF YOUR OWN HOME...



All the visuals from the show are present to give the game that authentic feel, as well as hundreds of snippets of incidental music



Chris Tarrant is a cruel, cruel man. We've all seen the gameshow; we all know how he can keep a contestant teetering on the edge as they wait to see if the answer they chose was the right one. And then he says something like: "If you'd chosen D... It would've been wrong!" Arrgh!

But how will Mr Tarrant fare when *Who Wants To Be A Millionaire* waitzes into console land? Surely there's something missing. It's not like your PlayStation's going to chug out a fat cheque for a million smackers if you win, is it? So what, indeed, is the point?

Well, Eidos reckons that it's just for the fun of it. Sure, that television feast where fortunes are won and lost on a single question can't be re-created to perfection, but what Hothouse Creations has made is basically a fun quiz game, with all the trappings of the show. It's not your average quiz though – it boasts 1,000 questions which, unless you reset your machine and start all over again, it'll never repeat. And just like the show, they rise in difficulty until you're asked things like "What brand of foot-spa does the Queen Mum use?" and other virtually impossible questions. It's tricky stuff.

Of course, Mr Tarrant is on hand to pepper the experience with his own particular brand of

entertainment, and truth be told, it's all the better for his conclusion. It'd hardly be *Who Wants To Be A Millionaire* without him, would it? To spice it up, so it's not just a list of questions, there are also four game modes, which can be played by up to four players at once. Show-hawks will recognise

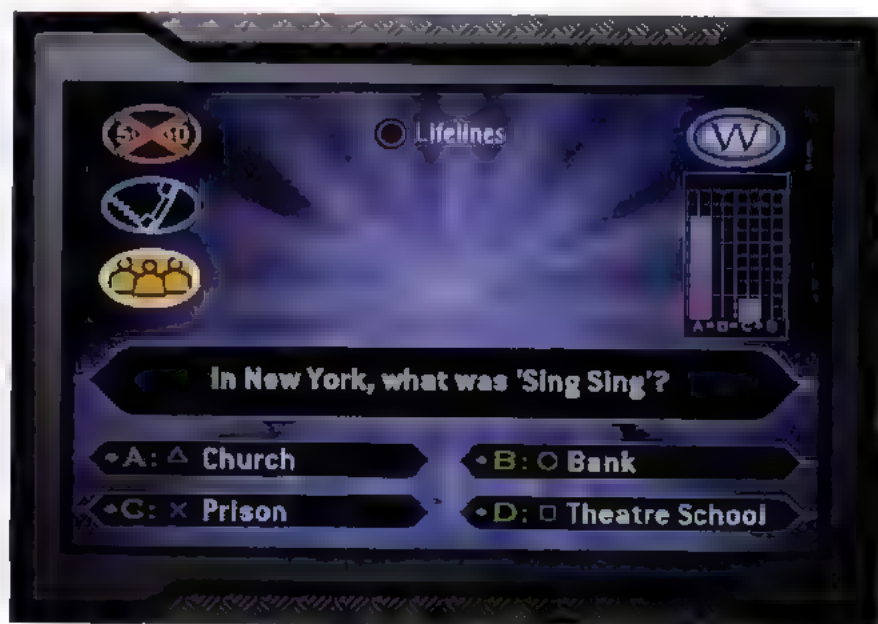
"Mr Tarrant is on hand to pepper the experience with his own brand of entertainment"

the Fastest Finger Mode, where four related items must be put into order as quickly as possible. There's also a simple Head-To-Head Mode where you're asked questions in turn by the Tarrant-ula himself. It may not be the kind of game you'd want to play on your tot for very long, but it should be a good one for family occasions and the like. Now you can finally persuade your ma that your PlayStation is, in fact, something that everyone can enjoy. Just don't come running to us when she keeps hold of it to play *Ape Escape*... ■

Al Bickham

WATCH OUT FOR...

THOSE HANDY LIFELINES



50/50, Phone-A-Friend, Ask The Audience. We all know that they're there to help contestants. The Phone-A-Friend option in the game's particularly nice, as there are a number of different regional accents ready to help you out with those troublesome questions.



+ POINTS

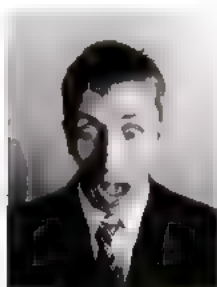
- The lifelines
- Shed-loads of questions
- Chris Tarrant

- POINTS

- A bit samey?
- Show me the money
- Chris Tarrant!

! ADVANCE WARNING

Don't expect any surprises – all *Millionaire*'s cards are on the table. But considering the fact that it's not a mad at the core gaming market, it could be a success story. And if it gets too tricky, you can ask the (virtual) audience



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and a couple of jobs,**



I got here.

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Muppet Monster Adventure

WHEN THE MUPPETS GET TRANSFORMED INTO EVIL VERSIONS OF THEMSELVES WHO YOU GONNA CALL? A SMALL FROG, OF COURSE



Frogger! With Kermit working for the Dark Side it is up to his nephew Robin to save the day and turn his uncle and the rest of the gang into the happy little puppets we know and love



Cuteness. Love it or loathe it, it's definitely a driving force – and selling point – in videogames, helping to propel the likes of *Spyro*, *Rayman* and Nintendo's *Mario* to Platinum levels of performance. So when Kermit The Frog's nephew Robin hops and gibbets his way on to your screen in *Muppet Monster Adventure*, don't be surprised to find yourself cooing "Aww! He's soooo cute!" Maybe.

Sadly though, all is not well in the land of the Muppets. Kermit and the gang have been transformed into evil-doing versions of themselves; even The Frog himself has been changed into a bolt-necked Frankenstein's monster – with Miss Piggy as his bride, of course. Luckily for children, and nostalgia-mongers, everywhere Kermit's nephew Robin has taken it upon himself to set the world to rights, and rescue the Muppets from their evil purgatory.

But aside from the cuteness overload, the first thing that strikes you when you play *Muppet Monster Adventure* is how beautifully smooth the game engine is. Robin leaps, swims, flies and tussles with all the grace of a swan (pretty good going for a pubescent frog), and never once does the game seem to suffer from

glitches or other ill-effects. It's as pretty as a peach in the looks department, with plenty of eye-friendly colour, smooth polygons and funny characters. Well, developer Traveller's Tales has added the kind of humorous little touches that

"Even Kermit has been changed into a bolt-necked Frankenstein's monster"

makes the *Muppet Show* appealing to more than just the little 'uns. Take the voices, for example – surprise a wandering peacock, and he'll squawk in an absurdly human manner before flapping off in a tizz. The game's awash with these incidental touches, and they really do help to enrich the environments you explore, and the mini-games you inevitably come across.

We like it already. Whether we actually find ourselves falling in love with it, however, will depend on what turns up in the finished version ■

Al Bickham

WATCH OUT FOR...

THOSE MAGICAL MINI-GAMES



Every big platformer worth its salt has 'em, and *Muppet Monster Adventure* is no exception. Here's the bit where Percy The Peacock challenges Robin to a race around the level. Run, little frogging, as fast as your flippers will carry you

PSM OPINION

POINTS

- Smashing visuals
- Power-ups a-plenty
- For kids of all ages

POINTS

- Some ol' platforming
- A wee bit predictable
- Cuteness, haaa

ADVANCE WARNING

Muppet Monster Adventure continues the fine tradition of cutesy platformers, and thus far, it's doing a damn good job of it. The finished product will tell, but we've high hopes for Robin and his quest to free the Muppets

blinding

*"...it's a fabulous 3D space-shooter,
with unsurpassed graphics, a great
plot and superb attention to detail."*

9/10 Official PlayStation Magazine

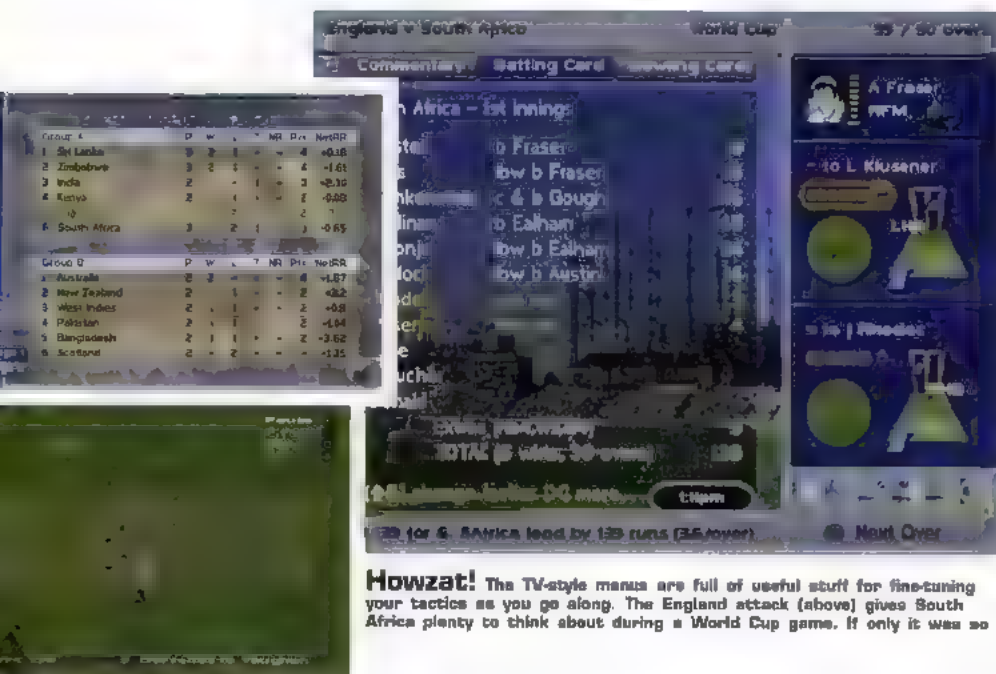
STAR TREK® Invasion

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International Cricket Captain 2000

THINK IT'S ABOUT TIME SOMEONE WITH SOME SENSE TOOK OVER THE ENGLAND CRICKET TEAM? NOW'S YOUR CHANCE...



Howzat! The TV-style menus are full of useful stuff for fine-tuning your tactics as you go along. The England attack (above) gives South Africa plenty to think about during a World Cup game. If only it was so

Flaying and watching cricket takes a lot of patience. But even a particularly accommodating saint would be a tired of waiting for decent cricket games to make it on to PlayStation.

After five years on y one title, *Brian Lara Cricket*, has successfully brought short stops, cover drives and forward defences to the grey box. *International Cricket Captain 2000* could be the second, a though it is a very different game. It's, bas cally, a management sim, a though, to be more precise, we should call it a captain sim.

Like cover star Nasser Hussein you must captain your team on and off the field. The full game has you taking over a county side and leading it through the different competitions. If successful you can then make the move up to leading your country. Other modes let you captain a county side or England straight way, take on any test playing nation, captain any team in the '99 World Cup, and there's even a Two-Player Mode.

As a county captain there are limited transfer options available. You can have one non-EU player (and therefore one foreign player, the rest of Europe not being that well known for producing cricketers). You have to renew contracts for existing players and can, before

the season starts, bid for youth and out of contract players. While this sort of thing is done with much more variety in football management games, during actual matches you have a lot more influence on the outcome than in, say, *LMA Manager*.

If you choose to watch the game (you are free to skip 'em) there's plenty for you to do. When bowling you set the aggression of your bowlers and choose where they will bowl. You need to swap them round and change the field to go for wickets or keep runs down. When batting you decide how aggressive to be and who should

"Like Nasser Hussein you must captain your team on and off the field"

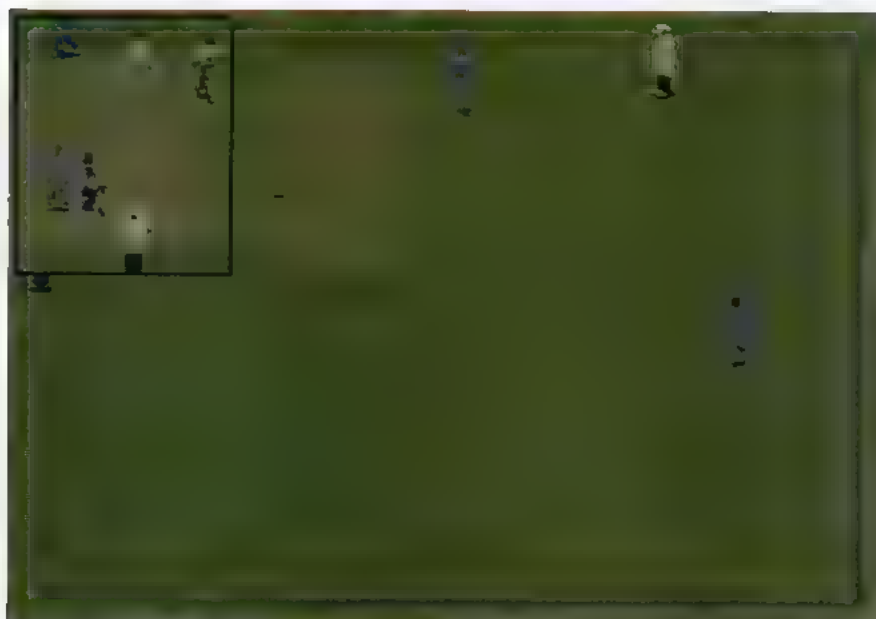
step up to the crease when

At this is satisfyingly comprehensive despite the poor graphics and when you add in Jonathan 'Aggers' Agnew doing some sterling work on the commentary this could be the game cricket enthusiasts have been waiting for. ■

Richard Keith

WATCH OUT FOR...

THE TEAM TACTICS OF THE TWO-PLAYER MODE



When you've honed your game in the other modes it's time to take on a mate at the Two-Player Mode. By rotating bowlers properly and notching up the batters' aggression at the right time, you should soon be hitting everyone for six.



+ POINTS

- Immersive
- All the stats
- Two-Player Mode

- POINTS

- Poor graphics
- Limited coaching
- Lacks variety

! ADVANCE WARNING

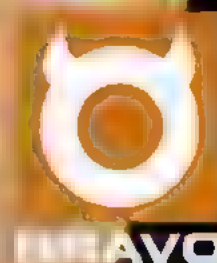
While cricket isn't the world's most exciting sport it does lend itself to strategy games like this, as ICC's popularity on the PC shows. The stats will need to be spot-on, however, if it is going to have long term value.

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IT REALLY SHOULDN'T
BE ENTERTAINING.

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IT SHOULDN'T BE ENTERTAINING. BUT IT IS.

Incredible Crisis

YOU'RE WALKING DOWN THE STREET AND AN ATTRACTIVE YOUNG WOMAN DRAGS YOU OFF AND CLIMAXES IN FRONT OF YOU. IS THIS REALLY A CRISIS?



Ambulance, Ferris wheel, supermarket.

All rather unusual settings for a videogame you might think, but somehow *Incredible Crisis* makes it all come naturally.

WATCH OUT FOR...

SIMPLICITY JUXTAPOSED WITH COMPLEXITY



Escape the bank heist by using the security cameras to show when the coast is clear. The objective is simple enough, but working out an evasive strategy's far more complex.

More and more gaming weirdness is stowing itself away on planes out of Tokyo these days. No bad thing – after all, where would we be without the likes of *Um Jammer Lammy*, *Vib Ribbon* and *Bishi Bashi Special* to make our lives that little bit more interesting.

Incredible Crisis is the latest novelty offering to test our tolerance for zany gaming. Although at heart a puzzler, it throws a lot of different game styles into the mix. You are put in the shoes of a typical Japanese family, whose lives are plagued by a series of incredible crises. The various crises are played out as mini games. Linked with some FMV footage of the family's troubles.

Take Taneo, for instance, the father of the family. Living his life, your day begins with a dancing lesson in the office, (a *Dance Dance Revolution*-style game). Everything seems to be going swimmingly, but then before you know it you're running away from a giant bad bearing, getting trapped in a broken lift, being electrocuted by homicidal paramedics, getting thrown out of a moving car and thrust into the arms of an incredibly attractive woman. This last bit may not sound like a disaster but it's certainly going to test your gaming abilities. The

"You play a typical family, whose lives are plagued by crises"

woman drags Taneo off to a Ferris wheel for a massage. You must find her hot spots and massage her as fervently as possible. You can't see what's happening, so you're guided by the things she says. (Think of the café scene in *When Harry Met Sally*, add in a couple of 'you dirty old man's and you're starting to get the picture.)

The mini-games – ranging from a top-down racer to a snowboarding sim – are simple, but ingenious. All the mini-games are stored in a video library which can be accessed at any point, and there are some that you're likely to want to repeat. The main problem with the version we played was the lack of a Two Player Mode, meaning your friends can only watch the weirdness.

Incredible Crisis is unlikely to be a mood breaker or maker but as puzzle games go it's nice to have something other than another *Bust A Move* clone. ■

Catherine Channon

PSM OPINION

POINTS

- Original mini games
- Easy to pick up and play
- orgasmic sound effects

POINTS

- No Two-Player Mode
- Lacks longevity
- Somewhat repetitive

ADVANCE WARNING

There's plenty of novelty value on offer here, but as your mother would say – that can soon wear off. How successfully the finished version walks that fine line between compelling and irritating will be very interesting to see.

Mille Miglia

the most stunning race in the world





exceptionally handy. For those newcomers still crunching the gears, it's advisable to take a ride around the cities in preparation for the missions ahead. Marvel at the features modelled from the locations themselves: Chicago's skyscraper-adorned horizon, Las Vegas with its neon-soaked hotels, the Sugar-Loaf mountain of Rio, and Havana with its big-finned Cadillacs and, ummm, cigars.

The first thing you'll notice racing around the city streets is areas where the road curves off into the distance, making the whole experience much more realistic. In Chicago, for example, there are long sections of wide freeway that are perfect for evading the cops, while cities that curve round dropping you back into the city streets. Havana sees you cruising along a meandering tree-lined avenue that opens up onto the beachfront promenade. If quickly becomes obvious that the new cities are even a bit better than the first game, so it's going to take a while to get used to the hack-and-slay and shootouts. Luckily, Reflections has cleverly tweaked the map to help you navigate. Once you're on the



"Long sections of freeway are perfect for evading cops"

map hit **A** and it'll orientate itself to the direction you're facing, giving you a better idea of which way to turn.

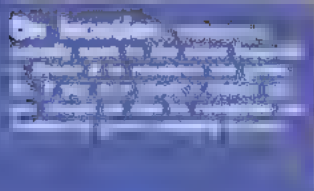
Driver had a compelling and often complex plot and the sequel's no exception. Tanner finds himself deep under cover again, this time accompanied by his partner Tobias Jones, in a double act that makes John Travolta and Samuel L. Jackson in *Pulp Fiction* look like Rodney and Del Boy. Accoridian to the Mob, Pink Lenny has cut a deal with some Braz'lan crime lords

and started a war in the underworld. The balance of power has shifted towards the South Americans and Chicago's in grave danger of turning from the home of the blues into the city of samba. Tanner and Jones are charged with restoring the city. Tough call. Pink Lenny goes on the lamb, leaving our intrepid duo with the job of stopping any shipments coming into the city via Havana. Cue trip to Cuba. After successfully completing that job, they're off to Las



Speeding down the freeway, *Driver* has a tracker that...

PREVIEW SPECIAL



Clunk, click...

WATCH OUT FOR...



Round the bend: it's not like they've invented the wheel – only a part of it – but *Driver 2*'s new curves certainly add to your driving pleasure. For all the realism of the first instalment, it could never reproduce the feeling of sprawling city streets that underpins the most exciting chase sequences from the world of cop films and TV shows. But now you'll be able to prolong your skids with handbrake turns around the prettiest kinks we've ever seen.

► Vegas to pick up Lenny's trail. Trouble is, public enemy number one, Solomon Kane, is also after Little Lenny and there's no option but for our heroes to hook up with the arch villain and help him track the snitch down. Lenny escapes, but turns up again in Rio, so it's off to the land of sun, sea and footba for our coppers. Will they find him? Or will the Mob get to him first? That's entirely up to your motoring skills.

The plot evolves through a series of cut scenes and while the cuts in *Driver* were good, the new ones are quite stunning. The opening sequence looks like something straight out of *Lock Stock And Two Smoking Barrels*. Two suited and booted heavies steam into a bar wielding shotguns looking for Patrick Lenny who's having a pint with one of the Brazilians. Needless to say they wreck the joint and a marriage ends, blood washing across the floor in a hand-stitching. The effect is induced by cinematic art, as you'd expect, *Driver 2* acknowledges its inspiration with

"Two suited and booted heavies steam into a bar wielding shotguns"

a stream of references to famous movie car chases, doffing its cap to everything from *The French Connection* to *The Blues Brothers*.

Driver 2 is shaping up to be every bit as exciting as its predecessor was last year. The fact that Tanner can get out of the car adds much more flexibility to the missions, and there's no doubt it feels right and looks great. All that remains is for Reflections to reveal the missions themselves. *PSM* will have the full review for you next month but in the meantime keep 'em peeled. ■

Dan Meyers

PSM OPINION

POINTS

- Feels more realistic
- King-size cities
- Large spread of motors

POINTS

- Similar to our first
- Handling needs work
- Graphically glitchy

A true sequel to the first game, basically the same game. Curved roads, no more getting out of the car, helps develop the mission. But *Driver* was such an addictive game that's exactly what we all want. And we can't wait.

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THIS MONTH...

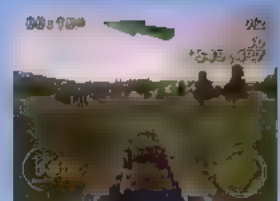
TIMESPLITTERS

Eidos head for the stars in their PlayStation 2 debut. And it'll be a launch title! **page 66**



COUNTRY DRIVE

Contraband capers with Rockstar in *Smugglers Run*. Drive anywhere you like. Literally. **page 68**



COME BY...

Craft creators Core show us their side project *Herdy Herdy*. It's a 'herding' game. And it's very strange indeed. **page 69**



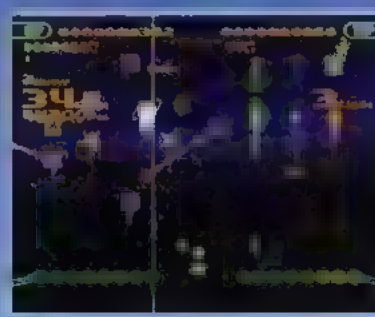
GET DOWN ON IT

First screens of Codemasters' *Music 3*. More samples, more loops, more beats. **page 71**



PLUS!

ALL OF THE FANTASY FANTASY TITLES THIS MONTH!
AFTER THE MAIN ART: THE LAUNCH PS2 NEWS



FANTAVISION

The fireworks display game, *Fantavision*, was a stunning success in Japan, and it's currently receiving an overhaul for its European release. Unlike the earlier version, it will now contain a Two-Player Mode to step up its appeal to tussy European gamers. Certainly the most original of the Japanese launch titles, *Fantavision* is hard to describe, but think a cross between *Tetris* and *Missile Command*, and you'd be most of the way there.

LAUNCH TITLE



CO-OPERATE TO ERADICATE

GOLDENEYE MAKERS LAUNCH TIMESPLITTERS ON PS2

The makers of the highly-acclaimed *Goldeneye* for Nintendo 64 are adding the finishing touches to Eidos' first-person shooter *Timesplitters*. The title will be released alongside Sony's next-gen console on 24 November.

The game features several modes of play, each focusing on fast and explosive shooting action. Brilliantly, you will be able to team up with a friend and blast your way through hordes of

enemies in a co-operative Story Mode. This opens up exciting new possibilities for gameplay that PS2 hopes to see exploited a lot more in future games. You'll be able to cover your mates' backs as he sprints across open ground, or draw fire so he can sneak past an unsuspecting enemy to set up a cross-fire. You can also play alone or co-operate with computer teammates to tackle the *Timesplitters*. This good-for-nothing bunch of trans-

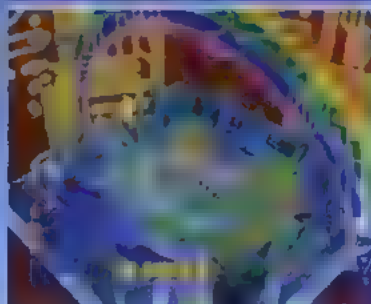
dimensional aliens force you to fight for the rick and twisted pleasure. They've nabbed various characters from Earth's history, though curiously they've chosen the 1935-1935 period, so expect a mix of familiar and futuristic opponents, and pitched you against them in arena-style battles. But storyline can go hang when it comes to first-person mayhem. Far more excitingly, Free Radical Design reckon their various multi-player modes will run at a whopping 60 frames per

DARKWORKS

GAME DEVELOPMENT STUDIO

COLD COMFORT

Darkworks Studio, the team behind the up-and-coming *Alone in the Dark 4*, has announced plans for a PS2 title. Tentatively titled *1906 An Arctic Odyssey*, it'll be based on the works of Jules Verne (author of *The Time Machine*), so expect Victorian styling and some arcane steam punk historical fusions.



WATER BABIES

Rumours abound that there's a PS2 version of *Wetrix 2* in the pipeline. The original was a Tetris style puzzler from developer Zed Two, that involved building up walls to keep water from spilling out of the playing area. Solid addictive puzzling, and with PS2's superior water rendering abilities, it should look utterly dreamy.



Hands up! Pan your opponents until they beg for mercy or, if you're fighting your friends, kill them with your huge guns again and again. Then stomp on them and shoot their dead bodies.

second, enabling up to four human players to butcher each other glitch-free.

Death Match will be a straightforward killing spree where the person with the most kills reigns victorious. Last Stand will not employ a time limit; instead you'll only need to kill your opponent once to eliminate them. *Timespitters* will also feature a series of Capture The Flag and Escort scenarios.

Eidos is promising a return to the kind of basest gamers first experienced in *Doom*. Few shooters since have thrown

There will be more than 60 playable characters and a string of good-looking environments inspired by B movies.

Timespitters may well be one of the first great shooters for the PlayStation 2. Eidos director

Mike McCarvey boasted to PSM

Generously Free Radical Design will also chuck in a mapmaker which will enable you to combine hallways and rooms as well as external locations, to create unique levels.

Developer Free Radical Design was set up by the ex-Rare staffers who worked on *GoldenEye* - recently voted one of the best videogames in history. *Timespitters* looks set to continue in the same vein, with early versions looking accomplished while the multiplayer modes are a helluva blast. But it's the co-operative mode we're most excited about. Co-ordinating attacks and tactics with a mate could well prove to be the beginning of a whole new brand of first person shooter gameplay. ■



In your face explosion gunnery is the order of the day in Sony's all-action multiplayer festival of killing and hurting people in a beastly fashion.





JUSTICE FOR ALL

Justice League Of America, a comic book institution in the United States, is headed to PlayStation 2. Rumour has it it'll be an action title, with the option to control specific JLA heroes, such as Superman and Wonder Woman. Naturally, they'll also be packing their individual superpowers and confronting some of the world's nastiest comic book villains. Bring it on.



BOARD GAMES

Aficionados of the *Cool Boarders* series rejoice - *Cool Boarders 2001* is coming to PS2. The fifth instalment of the hugely popular snowboard series will receive the full PS2 overhaul, so expect significant improvements to those ice crystals. BBS Studios, the makers of *Syphon Filter*, will develop the game. So are they also working on *Syphon Filter 3* for PS2? We'll find out.



MIDNIGHT COWBOYS

ROCKSTAR'S GTA ANNOUNCE PS2 LINE UP

Rockstar, the team behind *Grand Theft Auto 2* and *Thrasher* is going hell for leather on the PS2 front: its first two titles - *Midnight Club* and *Smuggler's Run* - are both racing games, and employ the same slick engine, but for very different purposes. We met up with Rob and Jeromino, Rockstar's spokesman and the games' producer, to find out what they're all about.

Midnight Club's based on "legal, Japanese road racing," Rob

told us. "Basically, it's about this group of guys - The Midnight Club - that race around the city at night in souped-up cars. It's a real blast. A far cry from the sodium-lit streets of Perckham then?" "Well, the game contains cityscapes from cities across the world, so you can race around London, New York and a bunch of other places."

The sense of atmosphere is fantastic. There are, of course, a whole slew of cars, available and a bunch to unlock as you play through the Story Mode, which

charts your progress from lowly cabbie to become The Midnight Club's very own Steve McQueen. Graphically it's beautiful. There are some incredible reflection effects, and the detail is stunning.

Midnight Club's brother-in-arms, *Smuggler's Run*, is easily as impressive, if not more so. As the eponymous smuggler, you burn across the American countryside to collect and off-road illicit goods. "This is the kind of stuff that Rockstar's all about," says Jeromino. "We wanted to create something that was fun and, you



Free-roaming magic

The beauty of *Smuggler's Run* knows no bounds. It's a wonder they built in gameplay at all - we could happily drive around the luscious levels all day

know, a bit bad." Visually, it's incredible, even though it's still a couple of months away from completion. It's a very free-form affair as there are no set roads that you're forced to drive down. You'll be bouncing over hills, tearing through vales, and

ploughing through Mexican border towns. You can use the roads, but you'll only attract the Police, who'll do everything in their power to stop you.

Both titles are due to be released alongside the console on 24 November. ■



SOFTWARE STAYS

Rumours of the sea 'em up that is to be *Galleon* have been floating around for a while now, but it's finally been confirmed for PlayStation 2. The game centres around a set of six islands, and will involve trading, ship-to-ship combat and a courtly love triangle.



IMMENSE STUNTS GROWTH

Driver fans, start your engines. Reflections, developer of Tanner's PlayStation adventures, are working on a new PS2 racer called *Stuntman*. Details are scant, but it is known that *Stuntman* is inspired by the break-neck vehicle stunts that are a staple of Hollywood blockbusters. You'll be in charge of a daredevil not unlike Fall Guy Lee Majors and will doubtless have to plan, film and execute the most suicidal stunts known to man. And it's due for release in Summer 2001.

THE SHEEP ARE

COME BY!



So, if *Tomb Raider* and *Project Eden* are anything to go by, Core Design can only do action-adventures, right? Wrong. *Herdy Gerdy* is like nothing you've ever seen. Due for PS2 but only around 10% complete. *Gerdy's* a bit like the N64's *Zelda*, but with a bit of sheep herding in it and some

musical instruments and... We'll let Chris Long, *Gerdy's* lead programmer, explain.

"The game is an adventure" begins Long. "The gameplay is centred around herding and flocking. The character is Gerdy, a young shepherd, and the game is set on this island where they have this competition. The social structure on the island is very

different to real life. They have this annual championship to find the best herder and that person wins an ancient magical staff that gives them special powers. One character keeps winning it, but he always cheats - he's a git basically. At the start of the game Gerdy's dad is actually favourite to win but on the morning of the competition he's been put under this spell. So Gerdy sets off to help his dad and finds out he's got to enter the competition instead of him."

Herding the creatures that inhabit the world - the main part of the game - is done using

musical instruments, which Gerdy wins from characters he meets along the way.

Long explains. "One fellow's got a magical flute, another's got a magical horn. As Gerdy goes on, he beats these people, but also befriends them and gets to use their equipment. So he's kitted up, if you like - and while he starts off quite poor looking, by the end he's got all this gear so he looks really good."

With its Disney looks and truly original gameplay, *Herdy Gerdy* is definitely one to watch next year. After you with the magical horn.



PRAY IT'S NOT INSIDE YOU

25-08-00

Parasite Eve II.

**REMEMBER: DOING IT RIGHT IS NO
EXCUSE FOR NOT MEETING THE
SCHEDULE**

WWW.UK.PLAYSTATION.COM/WAITING_ROOM



ACTIVISION

Activision have announced some exciting additions to their PS2 line-up. *Tony Hawk's 3* will follow the success of the two earlier PlayStation incarnations, *Matt Hoffman's Pro BMX2*, Kelly Slater's *Pro Surfer* and Shawn Palmer's *Pro Boarder*. Cross have been chalked up for development, notching up 12 games on their PS2 release schedule.



VIRGIN TERRITORY

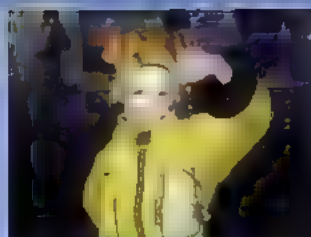
Racing's racing, but not when you do it. *Stunt GP* style. Virgin's thrill-packed debut game on PS2 will have you stunting your way across car parks, Japanese water-gardens and a host of other unusual tracks. You'll also be able to customise all 18 stunt cars to the point where you'd barely recognise 'em. Rumour is it may make PS2 launch day.

WHEN DOORMEN BECOME HEROES...

Square has announced that its first PS2 title, *The Bouncer*, will be released in the UK early next year. The game stars three bouncers who work at the Fate Bar, a watering hole close to the Mikado Building, the headquarters of the Mikado Group, an evil corporation.

The trio of doormen, Son, Kou and Volt, befriend a 15-year-old girl called Dominique after she helps them after a fall outside the bar. The mysterious young girl becomes a mascot for the place, but is kidnapped by agents of the Mikado Group. The three bouncers embark on a mission to rescue her. On the way, they find out more about her dark past and that of the Mikado Group.

The game is described as an action RPG and will ship on DVD.



showing how keen Square is to produce a cinematic offering.

The fighting elements are being handled by Dream Factory, the developer responsible for *Tobal*, so gamers can expect plenty of action. However, the RPG tag means Square may slow things down to a pace more akin to the *Final Fantasy* series.

The game will be single-player only, jettisoning the expected multiplayer option and is more than half finished. ■



Blonde ambition

The Westernised heroes of Square's newest RPG boast hair you could see in the dark.

MUSIC CREATION HITS PS2

UNTITLED THIRD INSTALLMENT ANNOUNCED FOR EARLY 2001

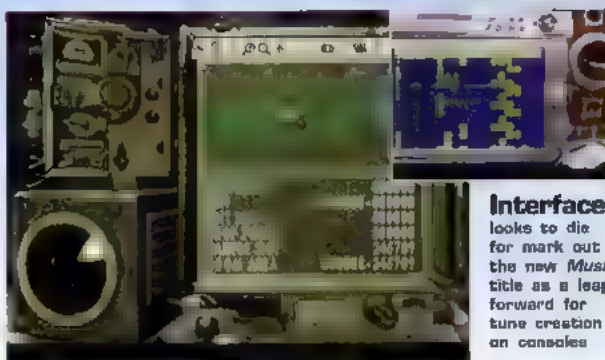
The third instalment of Codemasters' music creation software has been announced for PS2, but the company has yet to confirm a title. *Music* and *Music 2000* both sold well in Europe, but the second title was endorsed by MTV in America and became an unprecedented success.

The software is being developed by Jester Interactive, who worked on the original

games. *Music 3* is expected to arrive in Europe early in 2001.

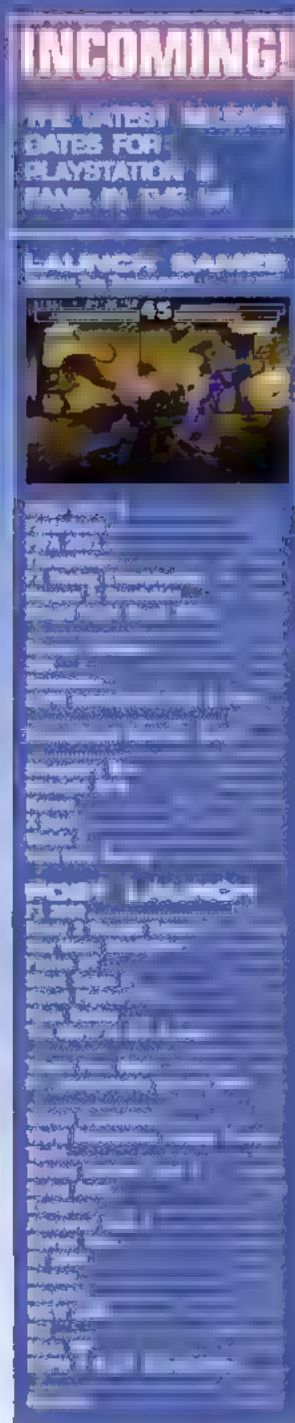
Codemasters is aiming to produce the most user-friendly version yet. The screenshots show clean graphics and a PC-style interface. There will also be the opportunity to customise the front end to fit your own needs.

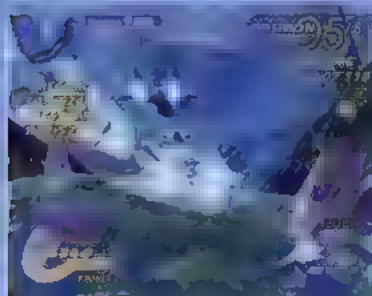
Codemasters aims to add more samples, instruments and options than ever before. So, expect even more 'ooh babies' and 'yeh yehs'. ■



Interface

looks to die for mark out the new *Music* title as a leap forward for tune creation on consoles.





JET SET RACING

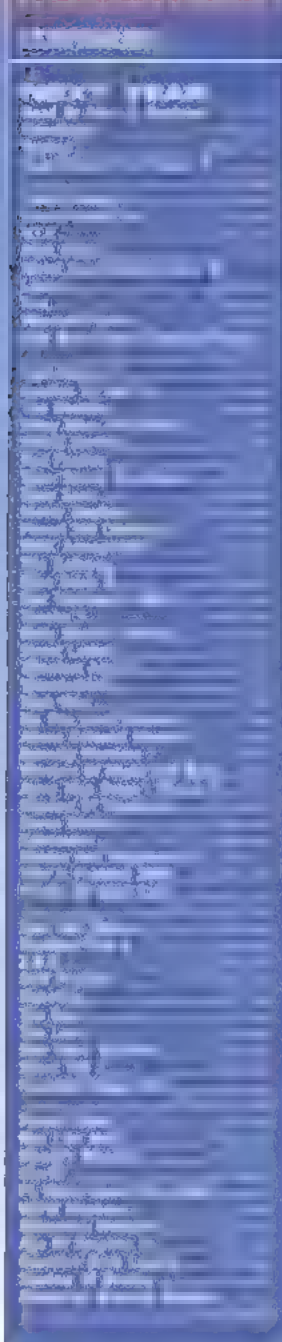
Publisher Game has announced its next generation jet racing game, *Fusion GT* for PS2. The game is set for release before Christmas, and could be a launch title following the delay of PS2. You'll choose from eight jets and eight courses and employ ten strategic weapons in your bid to win Single Races, Championship Grand Prix and Time Attack encounters. The developer is promising to eradicate fogging and hide secret vehicles and tracks so that only the best racers will uncover them.



ARMY MEN

3DO has confirmed three titles for PS2: *Army Men Sarge's Heroes 2*, *Army Men Air Attack 2* and *World Destruction League: Thunder Tanks*. The company will announce a further three games later this year. *Army Men Air Attack 2* enables you to take control of toy helicopters in the interminable struggle between the Green and Tan armies. As Captain Blade you face the evil General Plastro, who is gathering huge supplies of plastic to produce reinforcements and new weapons. The game features 26 all new missions and over 10 environments. Oh God.

INCOMING!



PROJECT EDEN

FUTURE DAZE

Eo what do you do after you've worked on the first two instalments of *Tomb Raider*?

You let another team take over and get started on something completely different. Welcome to *Project Eden*. Due out on PlayStation 2 next year, *Eden* is a sci-fi shooter-come-adventure that Gavin Rummery and team have been working on for the last two and a half years since their split with Lara.

"*Project Eden* is set in the future," begins Rummery, the games coordinator. "The game takes place in this giant city which has grown upwards. People want to live at the top because it's the nicest bit, but as you go down through the levels it gets worse and worse until you hit the city limits which is about 100



Project team-mates. Play as four protagonists in Core's futuristic tour de force that promises so much.

stories up. After that it's just criminals and you eventually get to a place where no one knows what's there. The only people who go down there are engineering teams to reinforce the structures so they can keep building at the top.

"You control four characters, who are future cops. The team start at the top of the city and are called in just for a routine

mission. There's a meat factory that's gone haywire and some of the people who were supposed to be sorting it out have been abducted. They have to go in on this pointless five minute mission and get it over and done with. Eventually they get dragged into something that'll take them down into the dregs of the city..."

With a gritty near future look, controllable robots, a Multiplayer

Mode (you must swap between the four characters), first and third person viewpoints and a four-player split screen fragfest planned ("Which should be fun" deadpans Rummery), the team have a lot of work to do before the game is ready for its projected release early next year. If *Project Eden* walks it like it talks it, then were in for a treat. More details as we get them. ■

MOTO-MANIACS

MOTO GP ANNOUNCED AS POSTLAUNCH TITLE

Making the leap from coin-op to console, Namco's PS2 version of bike racer *Moto GP* is due for release soon after the launch of the new console, and it's looking mighty fine.

Smaller bike events often get eclipsed by the glamour of World Superbikes, so *Moto GP* chooses to concentrate solely on this area. With the option to race 125, 250 and 500cc machines, it's packed to the

gunwhales with super-sports bikes, and features some incredibly detailed reproductions of existing race tracks.

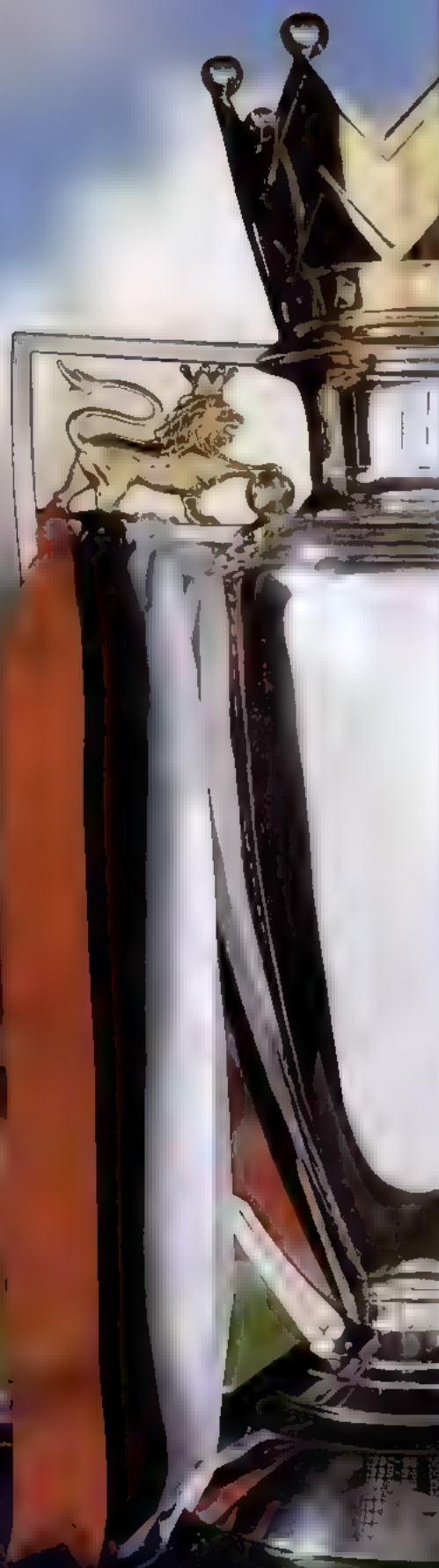
There will be a whole stack of extra features in place to lend the gameplay more depth than the arcade version. And as the PS2's visual capabilities far outweigh those of the coin-op board, the graphics will look smoother and run faster. It may not have *Ridge Racer's* pedigree, but it should certainly give PS2's

major racing launch title a real run for its money.

Features include five different game modes, one of which requires you to complete certain objectives other than winning a race, and a selection of beautifully detailed tracks including Donington Park and the infamous Suzuka. It beats the pants off any bike racing games we've seen so far and looks like it'll be well worth snapping up come 24 November. ■



Ex-Coin op classic has made the leap to PS2



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FEATURE

FACT ATTACK

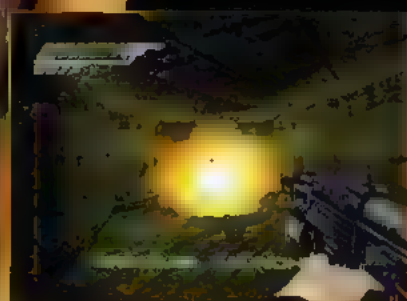
Publisher: Electronic Arts

Developer: Black Ops

Number of players: One

Release: Christmas

Format: PlayStation 1



The World Is Not Enough

Words: Steve Owen Photography: Piers Hanmer

WE'VE BEEN EXPECTING YOU, MR BOND

BEAUTIFUL WOMEN, HIGH-TECH GADGETS,
AND MEGALOMANIACS. NO, NOT THE PSM
OFFICE, THE RETURN OF MR BOND TO PS1
IN THE WORLD IS NOT ENOUGH

There's nothing better than James Bond. And anyone who disagrees is wrong. No argument. And the rule holds for videogames too. For example, it's no coincidence that one of the best games ever made, *Goldeneye*, is better than its sequel, *Perfect Dark*. Why? It's got Bond in it. Deep down, you see, everyone wants to be Bond. Even the girls.

Which is why, as a PlayStation owner it's a little embarrassing to admit the grey box's only attempt at the Bond licence – *Tomorrow Never Dies* – was about as useful as giving Blofeld a comb.

Which brings us to *The World Is Not Enough*. Once again trailing behind the ►



Heavily armed goon or postman? Best not take any chances.
Shoot him in the back

FEATURE



Ahhh, he's a cheerful fellow with a friendly beard. And you'd be happy too, if you were the producer of the game of *The World Is Not Enough*. Albert Penella

► film to an embarrassing degree and once again developed by Black Ops. But this time the developer has, by Electronic Arts' own admission, been given much longer to come up with the goods.

We know that *Tomorrow Never Dies* wasn't brilliant "understates a candid Albert Penella, producer of the PlayStation 1 version of *The World Is Not Enough*, "but to be fair to Black Ops time was against them." And in truth, a co-finance with MGM didn't help EA exert control over how game looked. For *The World Is Not Enough* EA has obtained a full licence from MGM and Bond-producer Danjaq, granting it much more creative freedom.

The most important difference between the two games is the move from a third to first-person perspective. This time round you get to feel that you are Bond, rather than his documentary cameraman. You shoot the bad guys, you disable the bombs, and you get to snog the women. (The last possibility should not be taken too literally.)

Naturally, *The World Is Not Enough* gives Bond his requisite collection of heavy weaponry. While the Walther PPK has always been Bond's weapon of ►



Armed with gadgets and a penchant for killing Eastern Europeans, Bond is a glove that is exceedingly comfortable to wear

"You feel that you are Bond. You shoot the bad guys, you disable the bombs, you get to snog the women"

SO, WE MEET AGAIN

The World Is Not Enough closely follows the plot of a certain film called, you guessed it, *The World Is Not Enough*. Every level in the game is based on a sequence from the film in some way, but in many cases the story has been stretched and expanded to create a more diverse game. The licence grants EA quite a lot of leeway, and as long as Mr Bond doesn't decide he no longer likes ladies in Level Two, Black Ops has been given carte blanche to adapt the

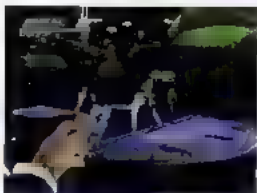
characters and events of the film to suit its own designs and support any ideas for innovative gameplay.

In true *Goldeneye* rip-off style, each mission is introduced by M before you are given your weapons and gadgets. Finally, Miss Money Penny, that filthy mare, has some suggestive *Carry On*-style comment to make. Drop in some of the video footage from the film and you really start to feel like Pierce Brosnan.

The first level - **Courier** - takes place in a Spanish bank, and along with the second, **King's Ransom**, set in the MI6 headquarters in Vauxhall, represents the pre-titles sequence from the film.



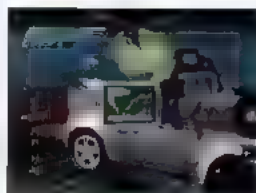
Cold Reception should be fabulous, as it's a skiing section (although we haven't seen anything on it yet), while **Russian Roulette** represents the moment when Bond and Zerkovsky meet up again. **Night Watch** takes place in Elektra King's villa where you must use all your stealth skills to search for information while Elektra sleeps.



Masquerade has Bond pretending to be one of Renard's henchmen in the missile silo, leading into **Fleashpoint** which introduces the delectable, if rather wooden, Dr Christmas Jones.



City of Walkways is the sequence that EA has been showing for some time, which takes place in Zerkovsky's caviar warehouse. He must shoot down two helicopters equipped with giant underhanging rotating saws (see the *Going Down* boxout).



Turncoat sees Elektra holding M hostage, while **Fallen Angel** has Bond going after the mangled-eared French bint. Finally we reach **Meltdown**, where, if you want to save the world, you have to vanquish the baddie and stop the nuclear bomb, ideally with just one second left on the clock.



DRIVING MISS MONEYPENNY

Film licences aside Bond is actually quite a catch on his own. Signing-hungry EA has been given the go ahead to create its own Bond story, something which has led to the creation of the tentatively titled *007 Racing*. Our office straw poll would suggest a name change, though, because everyone we've spoken to has envisaged a *Crash Team Racing*-style karting title, with a balloon headed Jawa in an undersized Lotus.

Fortunately *007 Racing* is a bit more like a cross between *Need For Speed*, *Spy Hunter* and *Vigilante 8*. In fact, it's being created by Eutechnyx, the development house behind the *Need For Speed* series.

"We've been wanting to make this game for a while," says producer and Bond nut Peter Royce. "We don't want people thinking that we've just made this game up because we got the licence. I've been trying to make it for about five years, waiting for EA to be allowed to do it."

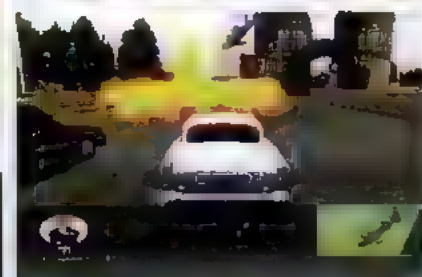
This makes *007 Racing* the first Bond game not tied into a specific film. So Royce is able to come up with his own story, perhaps taking a cue from *Reflections' Driver*.

Predictably, with Bond in the hot seat, it involves someone extorting the world, this time a Dutch businessman threatening to poison cities through car exhaust systems.

"The purpose is to keep Bond firmly in his car," says Royce. "But the missions are still linked together to tell a story, ranging from pursuit to evasion, and including covert surveillance."

007 Racing is still pure action, though. EA is being annoyingly guarded with details, but you can expect many of the cars from the 18 films will be included, such as the Aston Martin DB5, the BMW Z3 and the super-swish Lotus Elise. Each vehicle has a range of weapons and gadgets, such as Stinger missiles for shooting down helicopters and machine-gun headlights to mow down anonymous hoods. Intelligently some of these gadgets are introduced as the game progresses, but unlike the films, it might not always be obvious how they help. Fortunately R [The Secret Service's new gadget man, who replaced Q] is on hand to offer assistance, during missions.

Although *Need For Speed* is getting increasingly heavy in the simulation department, *007 Racing* doesn't strike PSM as being terribly realistic (not that Bond films are). We got to play on four of the game's levels, and in most cases it involved plenty of speed, lots of tight turns, lots of smashing into other vehicles and hundreds of bad guys to waste. Provided the storyline isn't cringe-worthy, this could work rather nicely. Certainly some of Bond's existing chase sequences have influenced Eutechnyx's design, and we can only hope that at some point we get to jump over a river while rotating laterally 360°, as in *The Man With The Golden Gun*. But the jury's still out on whether *007 Racing* - due in November - is going to be a Gold Finger or just a quick flirt with Miss Money Penny.



We're promised a host of fancy cars for Bond to drive, but, um, here we're concentrating on his famous Aston Martin from *Goldfinger*.

**WHILE THE COMPANY ACKNOWLEDGES
THAT COMMUNICATION MAY BE A
PROBLEM, IT WILL NOT BE
DISCUSSING IT WITH EMPLOYEES**

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The World Is Not Enough

HAVEN'T I SEEN YOU SOMEWHERE BEFORE?

The characters in *The World Is Not Enough* reads like a cast list in some major Hollywood film. No, really.

JAMES BOND

Suave, sophisticated, charming, a hit with the ladies. But enough about me. This guy is handy with guns, cars, gadgets and bow ties.

MISS

MONEYPENNY
Loveable regular Moneypenny is M's 'secretary'. Rumours were rife when M was played by a fellow. They're even more rife now.

R

Following Q's retirement, R has taken over control of the exploding, expanding, magnetic, direction-finding gadgets. Has just bought a parrot. It isn't moving.

ELEKTRA KINO

"No man can resist me," she claims. And Elektra pouts with the best of them, but there's definitely something fishy about her. It's as if something's missing 'ere.

CHRISTMAS JONES

Dr Jones seems to hate Bond for most of the game, then ends up in bed with him. Her favourite film is *Wild Things*.

RENARD

He steals nuclear weapons, blows up pipelines, kidnaps Elektra, glasses people in Edinburgh and is a policeman in the Scottish Highlands. Squinty-eyed creep.

M

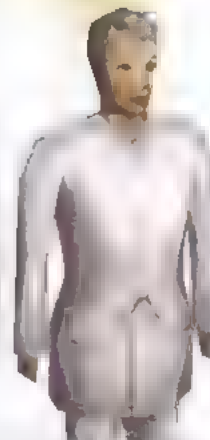
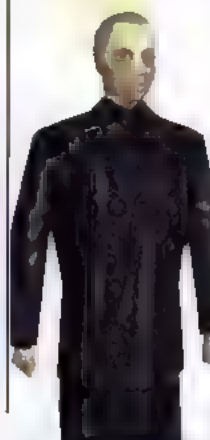
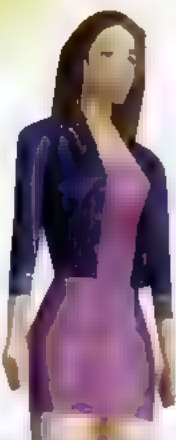
Although she was once The Right Royal Queen of England, M has now been demoted to head of MI6. Her office has a bit of a draught. Shame.

CIGAR GIRL

If Monica Lewinsky looked like this hottie you'd forgive the President. She doesn't. Cigar Girl lasts for the duration of the first two missions. Shame.

VALENTIN ZUKOVSKY

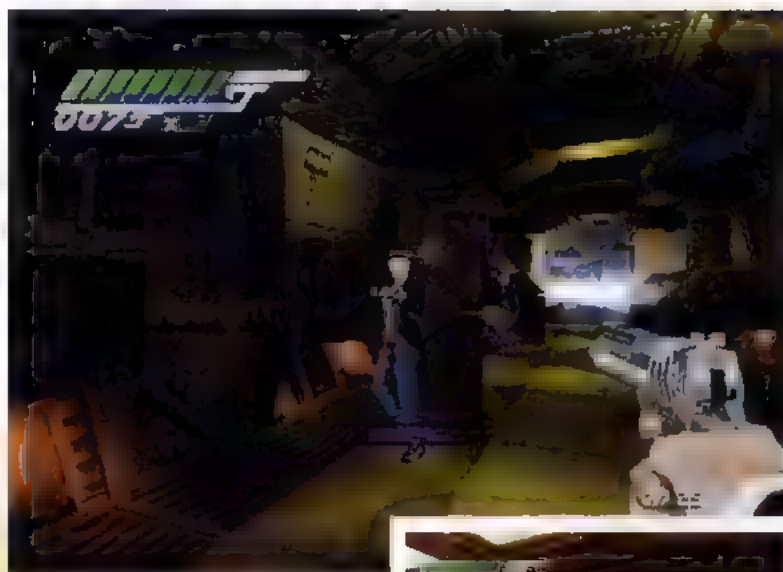
Loveable Russian bear Valentin was a baddie in *Goldeneye*, but helps Bond out this time around. Ate all the pies.



► choice shady commercial deals dictate that the Wolfram P2K is now the preferred silenced sidearm. When accuracy isn't an issue, but the spraying of bullets is, the P2K is hoisted and the Meyer Tactical Machine Pistol drawn instead. Greater precision can be gained from the Koffler & Stock KS5, while body armour won't help anyone faced with the punchy Munitions Belgique PS100. The game also includes a number of weapons that weren't found in the film, such as grenades, gas bombs, satchel charges and a rocket launcher (see the Going Down boxout).

One of Danjaq's defence stipulations is that the game include a zero-tolerance policy on the killing of innocents. If they haven't got a weapon and you gun them down, you forfeit the entire level. Fortunately R (Q'sanky sidekick, played by John Cleese in the film – a timely introduction considering Desmond Crowe's tragic death in a motor accident) is here to help. Standard spy issue is the mobile phone, which includes a high-energy stunner (no, not Denise Richards) to nullify rather than kill.

Much of the excitement surrounding *The World Is Not Enough* is that it looks so

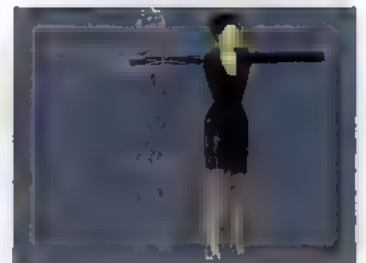


fabulous. "I don't think you'll see a better graphics engine on PlayStation 1," boasts Penelope, and he isn't exaggerating. Back Ops has seriously overhauled the *Tomorrow Never Dies* engine, ensuring that *The World Is Not Enough* has long draw distances and plenty of action up close. "Thanks ►



Remember, these goons

have partners, perhaps children. Certainly parents. They are just doing their job. And yet, kill them you must.



As if to prove that the PlayStation version of *The World Is Not Enough* was not created using witchcraft, here we demonstrate the careful process of building characters and levels just like the ones in the film.

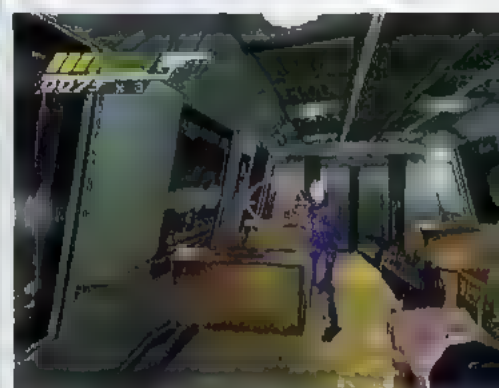
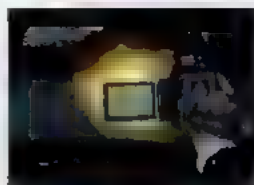
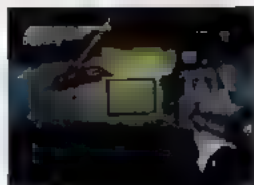
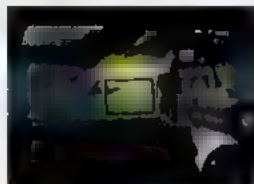
"The game includes a number of weapons that weren't in the film"

GOING DOWN

Funning around corridors shooting henchmen is all very well, but there comes a time in an agent's life when he has some real work to do.

In the level called City Of Walkways, for instance, Bond is being pursued by machine gun firing choppers sporting giant circular saws. There's still henchmen needing wasting as you run around, but it's important to find a certain R gadget.

It may look like a standard camcorder, but this is one camera that you'd be quite willing to point at that annoying woman from *Emmerdale*. It's actually a rocket launcher, and if you're a good enough aim that chopper pilot will soon be toast.



These crafty little blighters will even duck when you shoot at them. The swine

► to the CD format of the PlayStation 1, we've been able to include lots of high-resolution textures," says Penello. "Each character looks a lot more detailed than before, while the locations draw further into the distance than ever before. We've got one level where you can look up a spiral staircase, built using curved surfaces, and I think it's about as far as you can see in any PS1 game. The level designers are

given a frame rate counter, so they can keep packing more detail in until they reach our set limit."

Part of the deliciousness of the look is the motion-capture of actors (Keanu Reeves no less! Oh, wait. Sorry, Keanu Reeves' stunt double from *The Matrix*). Everyone has a number of hit points on their bodies, so that if you shoot someone in the leg they hop or fall over. Arms are grasped if fired at, while head shots are generally pretty conclusive.

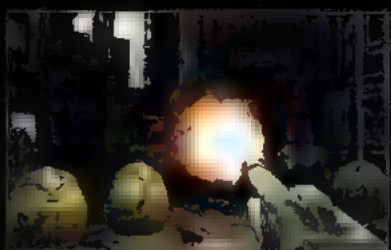
The other important aspect of the first-person shooter is the intelligence of the characters you're trying to outwit. "Soldiers are now much smarter when they engage you," enthuses Penello. "They call to each

other for assistance, and understand which parts of the map they can hide behind."

Certainly *The World Is Not Enough* looks stunning and the few levels we have played, although a little rough and ready, are satisfying and scary. All that's missing from this most stunning of Christmas releases is any kind of Multiplayer Mode. It seems as if the graphics engine is so detailed that there's no way the PlayStation can handle split-screen action. "We could have attempted a multiplayer game," admits Penello, "but we were concerned that the single-player game would suffer. We've focused on upgrading the graphics engine with this version, and we're very happy with the result."

We think you'll be happy too. Prepare to shoot the living daylights out of the enemy Mr Bond. ■

"It looks stunning and the few levels we have played are satisfying and scary"



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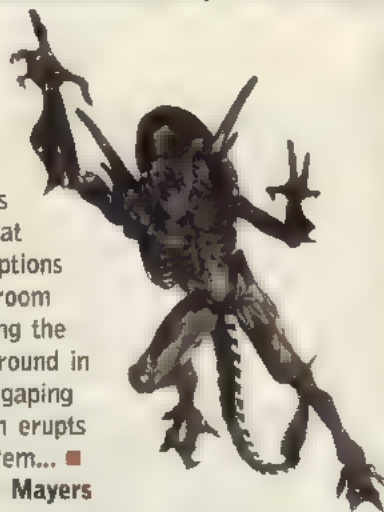
STUMBLING AROUND IN THE FLICKERING HALOGEN OF ALIEN RESURRECTION? OUR MAPS LIGHT A PATH. ELSEWHERE, WE READ YOU A VAGRANT STORY...

WELCOME...



To a world where Aliens rise again. Any game that suggests in its display options you 'turn off the living room lights' is obviously playing the horror card. Creeping around in the dark's fun until the gaping maw of the Queen Bitch erupts

through the duct pipe. Suckers, the lot of 'em... ■
Dan Mayers



Alien Resurrection: all they want is a hug.

TIP OF THE MONTH

ISS Pro Evolution – Dummy The Keeper

Arguably the greatest football game of all time, and certainly the best by a mile on PlayStation, holds few secrets. However, there are a few advanced techniques that are guaranteed to wow your pals, and there's one hidden move that will give you the edge in one-on-ones against the keeper. Forget the step-over achieved by repeatedly pressing **△**, and focus on learning to make use of **△** in combination with action buttons **□** and **⊗** – an excellent space creating one-two. If you play with wingers. Also, use **△** and **⊗** when shooting to lob the goalie. It takes a lot of practice to get it right, but you are bound to catch opponents out as they rush out of goal. Few gamers utilise the D-pad to curl the ball – try applying curl from tight angles to fox keepers and squeeze in goals. The one hidden move is used to dummy the keeper, forcing him to go to

ground. Press **⊗** and **⊗** to jink past the flailing stopper and get a clear sight of goal. The rest is up to you. ■



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Do It Yourself

MECHANOID ROBOT MADNESS TAMED, MILITARISTIC PIGS SURRENDER, BOUNCY BUG-EYED ALIENS BECOME IMMORTAL, TANNER'S TRICKIEST TRAPS SPRUNG WIDE OPEN. AND MORE...

REQUESTED BY BRIAN SOUL, LONDON

HOW TO... KICK WANZER ASS



FRONT MISSION 3

A fun strategy game that will test the tactical know-how of even the most battle-hardened of gamers. Here are a few pointers to ease your passage to Wanzer heaven. Firstly, be sure to save the game as soon as you begin a battle so you can restart and try a different tack if you fail. Be sure to keep friendly units a few squares away when you use the grenade launcher. Also, attack ejected pilots with weapons that fire repeatedly or accurately, such as machine guns or flame-throwers. It is worth bearing in mind too that any

Wanzers you capture will be automatically repaired - so keep them as a backup for your main machine. You must be sure to upgrade the captured Wanser though, as it will arrive with only bog-standard weaponry. ■



REQUESTED BY RICHARD LEECH, ASHFORD

HOW TO... UNLOCK THE LARD

HOGS OF WAR

Rest assured you'll need to wriggle yourself out of some pretty sticky situations if you're going to buy the time to train your swine and beat the game. The humour extends right the way down to the cheats. All of the following should be tapped into the Name Your Team screen. First, input **PRYING PIGS** to gain access to all the FMV scenes, some of which are genuinely very funny indeed. If you wish to **uncover** an additional video sequence, type **WATTA PORK**. On an outrageously

On an outrageously pointless note, type in **MARDY PIGS** to unlock the secret Team Lord, who sport purple outfits and wear extraordinarily silly hats. Go on, you know you want to ■
















REQUESTED BY STEPHEN THOMPSON, BARNARD CASTLE

HOW TO... RUBBER IT UP

TERRACON

The game with a draw distance to die for is jam-packed with cheeky cheats to spice up your gaming experience. A 1 button combos have to be tapped in after you have activated the Cheat Mode by pressing **A** **↑** **○** **→**, **×** **↓**, **□** and **←**. Ever wandered through an environment with insufficient energy? Bash in **□** **○** **○** and **A** and you'll be topped up to a full complement. Perhaps even more useful is the sequence **□** **A** **□** and **A** which brings up a menu enabling you to select a TOPS power-up. Use **←** and **→** to navigate and **×** to choose your upgrade. If

you're feeling particularly challenged by Sony's platformer, input , ,  and  for infinite lives. But what are cheats without a touch of fun? Those moments of smugness that brighten our days?    and  will cast our alien friend into Drunk Mode, and , ,  and  will make Xed a rubber man. 



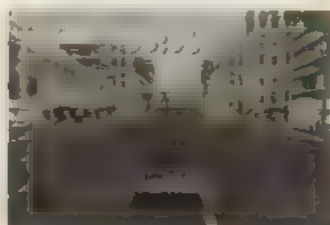
REQUESTED BY **STUART LAMSON, CHELTENHAM**

HOW TO... PROTECT THE PRESIDENT

DRIVER

[illegible]

take the premier
from the West End
to an underground car park in the
south east. Slip past the taxi line
by darting through the hole to the
right and face the approaching
army. Then stay out of the way of
the police as best you can, being
sure to take the corners slowly ■



TOP TIPS

MEDAL OF HONOUR

Use these passwords to
complete troublesome missions

Miss on 1	WETTUNG
Miss on 2	ZERSCHÜSSEN
Miss on 3	BOOTSCHAU
Miss on 4	SEINFAS
Miss on 5	SCHMERZ
Miss on 6	SICHERUNG
Miss on 7	EINGESCHOSSEN
Miss on 8:	GEANTHETISIEREN

Invincibility **INTELLIGENCE**
 Rep fire rate **DESIGNER**
 Reflecting shots **GUNLINE**
 New multi-player map
INACQUAINTANCE
 Wire frame mode **TRADER**
 Infinite ammo **INCOGNITO**

TECA 2

Enter these codes as your
player name in the single-
player game

All cons: **MESMATIC**
All tracks: **TRIPLE**
Bonus track: **DEEDLOCK**
More Mech nes: **MODE** **MONITOR**
Faster damage: **BURNED**
Padded barriers: **ARMED**
Bouncing colls: **ON** **DEADLY**
40 lap race: **ENDING**
Dislike champ: **ON**
dislike fiction: **PUNCH**
Bottle: **MODE** **DANGERS**
Turbo: **MODE** **FAST**
Higher elevated tracks: **ELASTIC**
Gulstan Park Island: **cutcut**
TRIP
Drive Ford: **Model** **OF**
Low grow ty: **LOW**
Blurred background: **TRIP**
Spec s. effects: **CONCERN**

OFFICIAL UK PlayStation

POWERLINE

THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY

The official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button.

Can't see the cheat you want here? Give the Powerline a try just call the number below. Once connected press 0 to go to the game menu. Now just key in the five figure code printed top left on every game disc and featured alongside the cheats here). If there are any tips and cheats, you'll hear them here, so have a pen and paper ready.

Alternatively, phone the Powerline and wait to hear the range of other options including the latest release schedule. Just press the button required. What could be easier?



CALL 09064 765 765

PRESS 0 FOR THE
GAME MENU

PRESS 1 FOR THE
POWER MENU

ENTER THE FIVE DIGIT CODE
LOCATED ON YOUR GAME DISC
FOR INSTANT GAME HELP

ACCESS THE
SOFTWARE RELEASE
INFORMATION SECTION

Call the Sony Powerline on **09064 765 765***

*Touch Tone activated service. Calls charged at 80 pence per minute. Please seek permission from the bill payer before calling. Service provider - Telecom Potomac, P.O. Box 66, Cleveland, OH 44101, USA.



Big Head: If these small heads bore you, pump 'em up with the big head cheat.

CHAMPIONSHIP MOTOCROSS

Developer: THQ

To gain access to the cheats for THQ's *Championship Motocross*, from the Main Menu select the Championship option and go to the Name Entry screen. Enter the cheat you want on this screen and return to the Main Menu when you are done. The cheat code will now be activated, and can be used within the Single Race, Head To Head Time-Trial and the Practice Modes, but only if that mode allows the cheat code to be used. To gain access to the big head cheat, enter the following on the Name Entry screen: GROSSE TETE (You must ensure that there is a space between the sixth and seventh letters).

To gain access to all tracks, enter the following: DIRT TRACKS (You must ensure that there is a space between the fourth and fifth letters).

To access to all the bikes, enter the following: DIRT BIKES (You must ensure that there is a space between the fourth and fifth letters, and that you have unlocked all championships first.)

To gain access to the Mirror Mode, enter the following: OPPOSITE LOCK (You must ensure that there is a space between the eighth and ninth letters.)

To gain access to all championship classes, enter the following: ALL EVENTS (You must ensure that there is a space between the third and fourth letters.)

To view the Fox video, enter the following: LIVE ACTION (You must ensure that there is a space between the fourth and fifth letters). If you now go to the Options Menu and select Extras, you'll now be able to view the Fox video.



JACKIE CHAN STUNTMAN

Developer: THQ

Enter the following codes on the title screen:

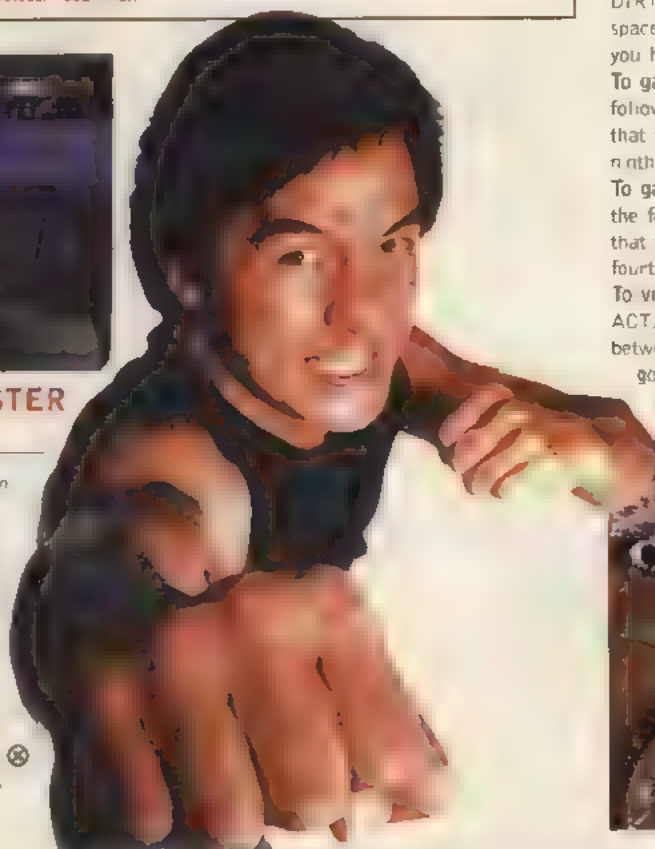
To access the hidden movie, press the following buttons: **←, →, △, ○, △**

△. On-screen text and a sound effect will tell you if you have entered the correct cheat code.

To access all the levels, enter: **△, ○, △**

△, ○, △. A sound effect will tell you if you have entered the code correctly.

To gain access to all levels, and to receive all Dragons, enter: **△, ○, △, ○, △, ○, △**. Again, a sound effect will inform you if you have entered the right code.



TOP SECRET

IF ALIEN RESURRECTION'S GOT YOU RUNNING SCARED OUR MAPS SHOULD HELP YOU THROUGH THE MIRE OF MONSTERS. THE FIRST TWO LEVELS ARE EASY SO YOU'RE ON YOUR OWN. AFTER THAT, DON'T BE SCARED, WE'RE HERE TO HELP...

Alien Resurrection

OFFICIAL SOLUTION

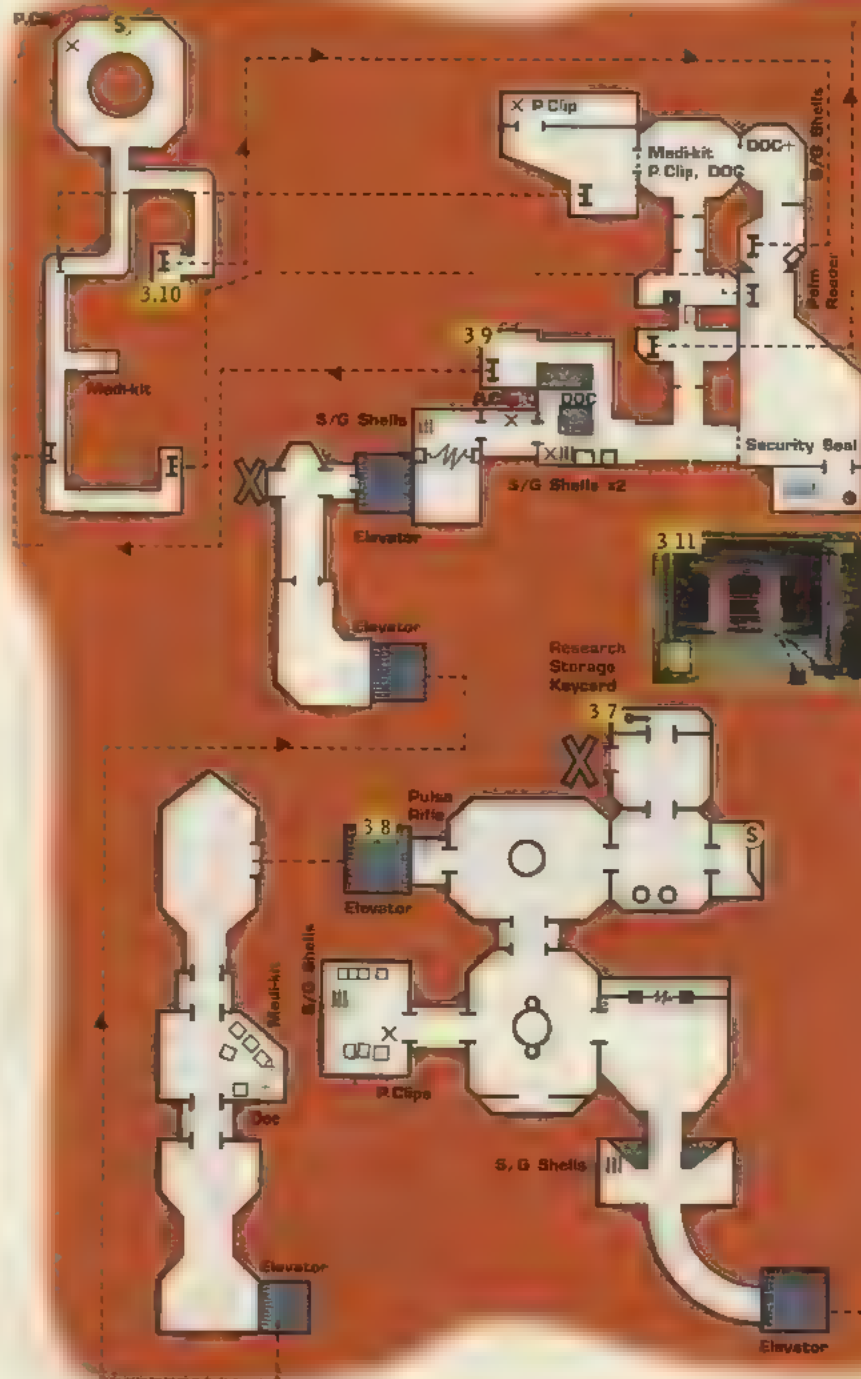
KEY

- Palm Reader
- Shotgun Shells
- Pulse Rifle or Clip
- Flame Thrower or Canister
- Grenade Launcher or Grenade
- Acid
- Elevator
- Switch
- Clone
- Infected Patient
- Comms Console
- Gentry Gun
- Key / Keycard
- Lock
- Force Field
- Force Field Generator
- Electric Sparks
- Vehicle
- Medikit
- DOC
- Cell

LEVEL 3: RIPLEY - CLONE STORAGE

Hang a right after exiting the Comms Room, collect the Clone Security One Keycard and press Palm Reader [3.1], then back down the ladder to destroy first clone and collect Observation Balcony Keycard [3.2]. Head back toward the start point and up at the observation balcony [3.3] - collect supplies from the tunnels, reset the security lasers by pressing the console and head down to the elevator [3.4]. Climb the ladder to deactivate security lock and pick up R+D Keycard, then shoot the second Clone [3.5] before returning to the junction at the start and disable the R+D force field [3.6].

Follow the numbered doors round until you reach the Research Storage Keycard [3.7]. Use this to access the lift [3.8]. Continue riding the lifts until you drop into the service corridor [3.9]. At the ladder up from this section lead to rooms containing useful items and nasty monsters. Take [3.10] and use the Palm Reader and progress. When you reach the laser security room [3.11] press the Palm Reader and leg it through as the beams disappear, taking the ladder on the right down into the lift [3.12]. Exit lift, pick off the eggs and mind the steam as you edge your way through the final room. Press the Palm Reader [3.13] to disarm the security system, hit the first switch [3.14] then return through the steam for the second. Back once more to take out the final Clone [3.15] and finish the level in the Comms Room.





LEVEL 4: RIPLEY - QUARANTINE

Take the right turn and the lift, exit and press Palm Reader in observation bay [4.1] then return to enter the warehouse [4.2]. After disposing of the huggers take the tunnel in bottom left corner and emerge behind the two force fields. Take the lift down again to use Holding Pen 3Z Keycard and activate the two Palm Readers [4.3]. Return in the lift and go through rooms until you reach another force field [4.4]. Shoot out the generator collect the Quarantine Keycard from the ceiling [4.5] and progress to reactor chamber. Now for lots of running back and forth. Go to the end of the large control room and climb the ladder to the malfunctioning reactor [4.6]; shoot at the power couplings to redirect the current. Return down to the quarantine area and use the Palm Readers to disable security in the two bio cells [4.7]. Run back to the reactor and take out the final coupling. The final ceiling is now accessible in the quarantine area and you can drop down the hole into a service corridor [4.8].

Climb the ladder at the end of the corridor and access the two Palm Readers (loads of huggers to fight) [4.9] and enter lift. Exit into the command centre area and take the ladder down to two more cells [4.10]. Blow the power couplings in each to gain access to the balcony, where the Security One Keycard can be found [4.11] which you should use on the door at [4.12]. Activate the Palm Reader hidden in the alcove [4.13] then fry the eggs (some are hidden in the shadows), pull the switch and shoot power couplings [4.14] before taking the ladder up to collect Keycard LV427 [4.15]. Return back down the ladder and practice your curtsies, its time to meet the queen: You're best off avoiding her if you can. Get in a few shots with a heavy duty weapon and then make for the sparking doorway [4.16], pulling the first of four switches once inside, then it's back into the arena. Push the second switch [4.17] and crawl to the flamethrower and the third switch [4.18]. Hit the final switch [4.19] and crawl to the Palm Reader behind the glass [4.20]. You now have access to the final holding pen [4.21] where you can test out your new barbecue toy before taking out the two Clones [4.22] and finishing the level at the Comms Console.

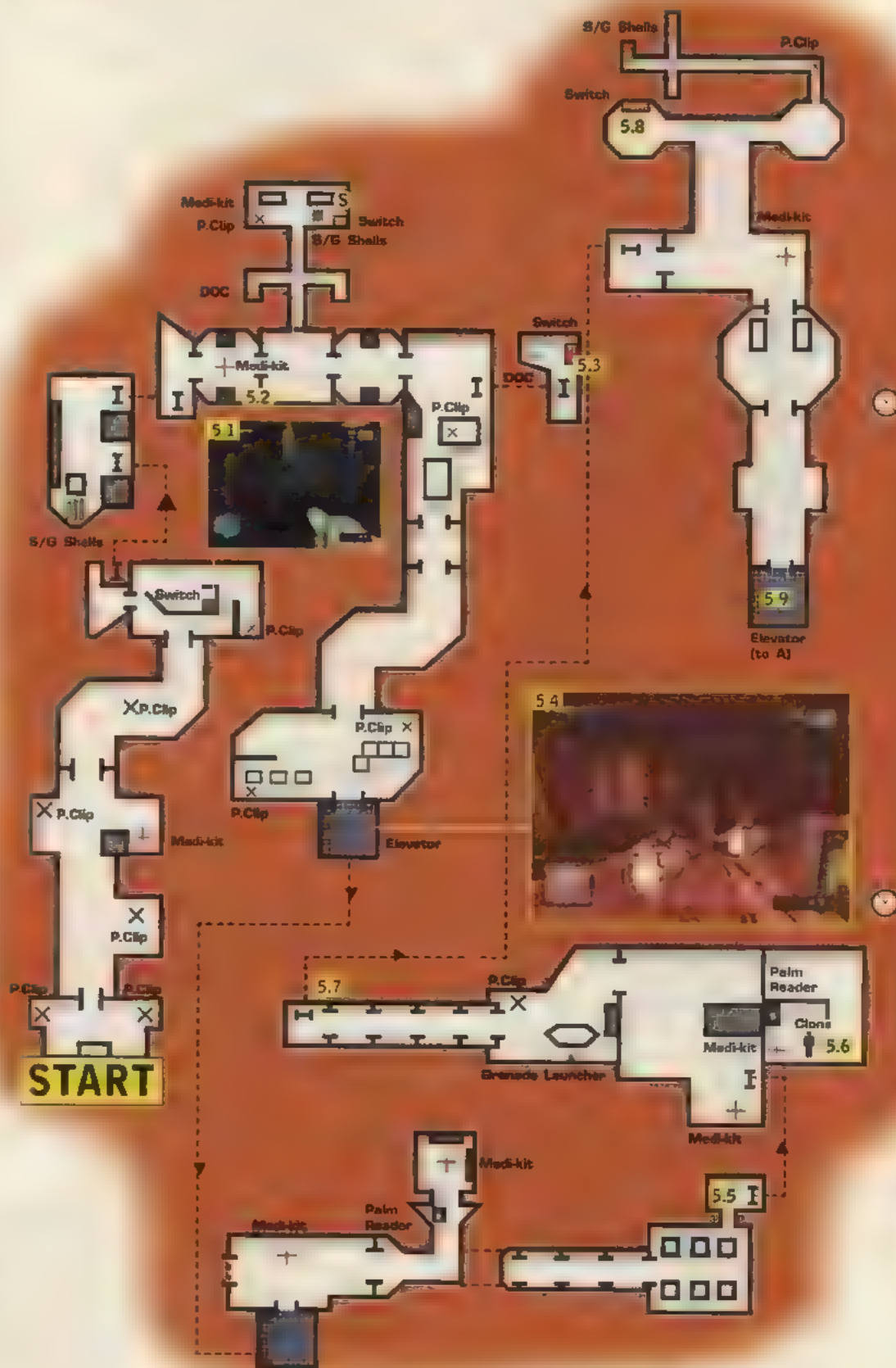




LEVEL 5 - DESTEFANO MILITARY SYSTEMS COMPLEX

Up the wide corridor system and after a brief fight with some guards, push the switch at the control desk [5.1] and go through the door to descend the ladder. Take the adjacent ladder up to find yourself in the red laser room [5.2]. After the third beam, take the small tunnel to your left to collect bounty and disable the beams. Continue into the warehouse [5.3] where atop the ladder you will find a timer switch to disable security. Reach the top left door, continue through another storage room and take the lift up to reach some gantries [5.4]. Press the Palm Reader to access the lift platform and watch out for soldiers and laser sentries. Father is going mental by this time! Ignore him and take the very tall ladder [5.5] up to destroy Clone seven [5.6]. Disable deck security by pressing the Palm Reader. Carry on until you reach another tall ladder [5.7]. If you glance down before descending, you'll see some power couplings to shoot out and you won't get fried. At the bottom exit the room and take a left to disable warehouse security [5.8] and continue through the corridors until you reach a lift [5.9]. Exit to find yourself a guest at someone else's feast. Continue until reaching a T junction and take the right turn. Collect all the stuff in the rooms and then exit to take the left hand turn. Disarm the security systems [5.10] and locate the huge security computer [5.11]. Pressing all four switches will disarm security for further ahead.

Exit the Computer Room, go past the 'sparks' room (you'll have to dodge 'em) and continue until reaching a lift. Ride this to follow a series of rooms with numbered shutters round until you can go no further because of security [5.12]. Turn back and go through the now mangled door in shutter room four. To disable security you must work your way round the tunnel system until the Palm Readers are activated in all four antechambers [5.13]. Then you can progress to visit Father [5.14]. To reset Father, first take out the primary force field by pressing the Palm Readers in each corner of the external corridor system. The second set of Palm Readers now becomes available and these disable the secondary force fields. You can stop Father spouting nonsense by pressing the switches around him. Order is restored and you may end the level at Comms.



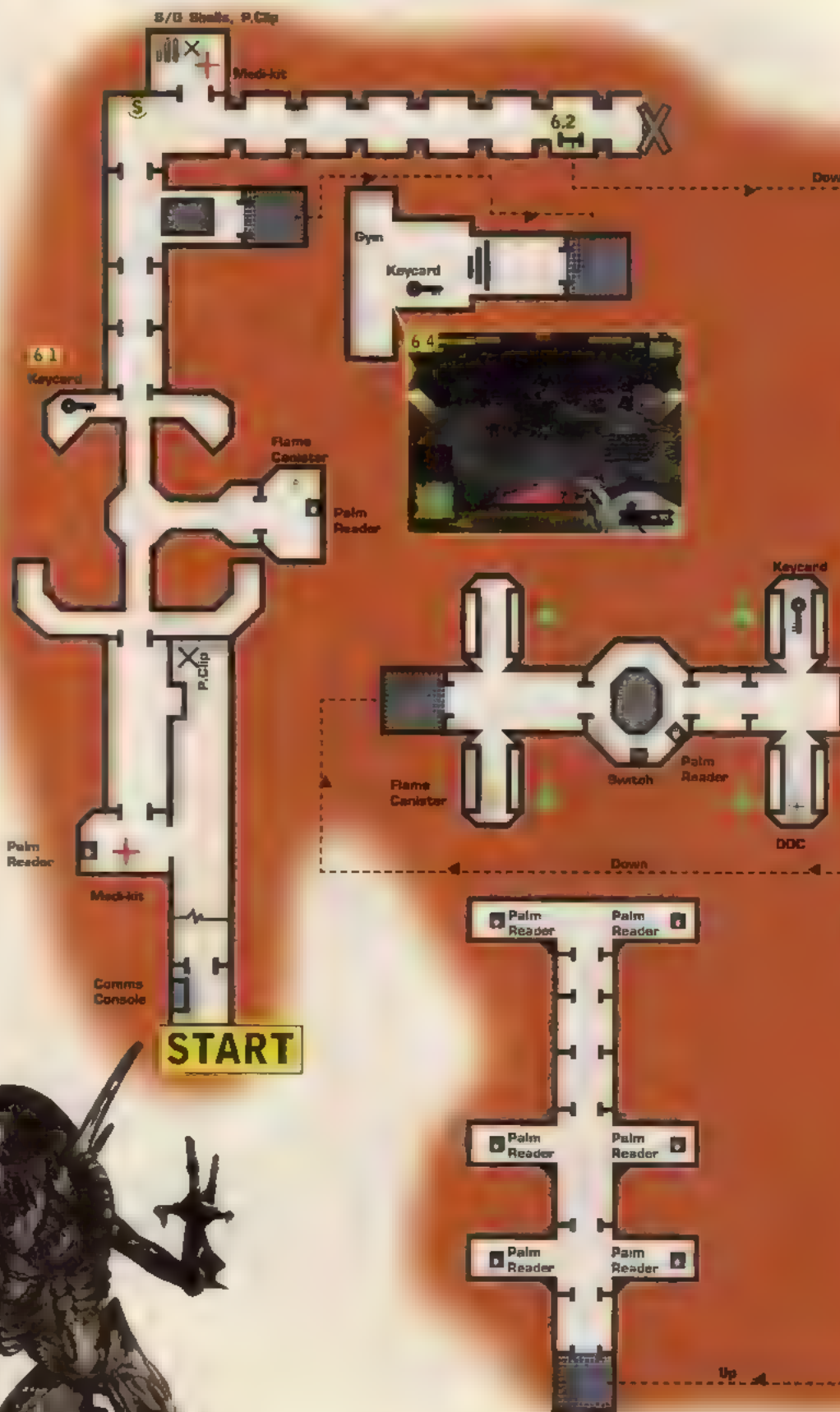


LEVEL 6 - RIPLEY - MAXIMUM SECURITY

The Alien horde gets more tetchy this level, so stay sharp soldier. Exit from Comms and collect the first High Level Command Keycard (HLCK) [6.1], then go to the end of the corridor containing lots of Special Ops guards and descend the ladder [6.2]. You must push the two Palm Readers in the control room to release the security seals for the gym and cell blocks [6.3]. Return up the ladder to tackle a tough guy in the gym for HLCK2 [6.4] then back down to Cell Blocks A and B. Taking A first [6.5] head to the end of the corridor system and take the lift up and here you can access the Palm Readers that will open cell doors one to six. Back down in the lift, collecting booty from the cells and HLCK3 from number two. The process is reversed for Cell Block B [6.6] and unlock the cells then take the lift down for HLCK4 in cell ten.

Before retrieving the final Keycard, you must first put the poor unfortunates who have been ingested with Alien seed out of their misery. Enter the observation points at the end of the left hand corridor before taking out the first two patients in their cells [6.7]. Make sure you press the Palm Reader in the room next door to these [6.8] then take the ladder up to look out over the Mess Hall, press the Palm Reader and take supplies from the Mess itself. Now take the door to the left of the Mess

to find a disorientating series of ceilings shoot at all of the patients in cells one to six and press the Palm Readers outside the doors to disable security and you will now be able to get into the Administration Room [6.9]. The Palm Reader here will give you access to the final Keycard, located in the cell at [6.10]. Return to the Keycard Panel [6.11] which allows you to complete your mission requirements by giving access to the Clone [6.12] and also the end of the level.












VAGRANT STORY IS FULL OF TRICKS AND TRAPS. BUT FINISH IT ONCE AND SECOND TIME AROUND YOU'LL FIND SECRET AREAS WITH SPECIAL ITEMS YOU CAN USE TO UNCOVER ALL OF LEA MONDE'S SECRETS. WANDS AT THE READY...

Vagrant Story

OFFICIAL
SOLUTION!

KEY

-  Treasure
-  Lock
-  Boss
-  Red rimmed rooms mean ambush - all exits are locked when you enter. You can only leave after defeating the resident monsters
-  One way doors. These can only be opened from one side
-  Open exits. These exits can be used
-  Locked doors. These require specific keys or sigils (these are always named)
- (1-3)** Room numbers. Points you to specific rooms mentioned in the text

SECRET ROOMS AND NEW TREASURES

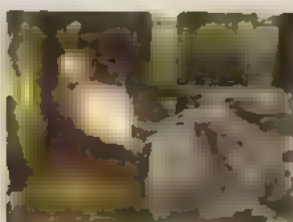
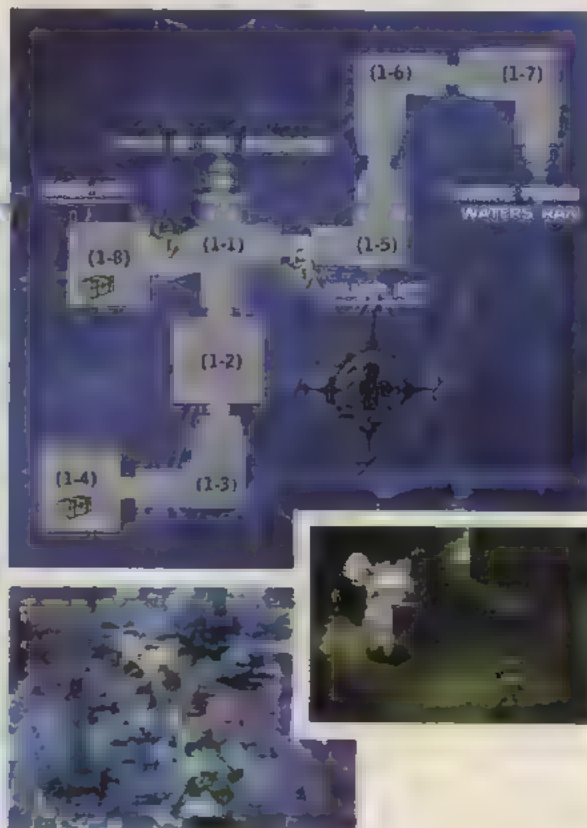
No doubt you have stood before many a locked door that you were unable to open during your first sojourn in Lea Monde. The key or sigil required to unlock it was nowhere to be found... The reason? You can only gain certain keys and sigils after completing *Vagrant Story*. Six areas, three of which are in a row, can only be explored when you return, once you've

finished the game. Follow our four sets of explanations below to discover the last 15% of the vast city map. We describe where to find the locked doors and how to open them. Of course, the areas behind them are shown as maps and a table lists the monsters and treasure you will come across. Do not worry: cube puzzles in the new rooms are also explained

ESCAPEWAY

The door that's locked with the Ensanguined Rood in the Corner Of The Wretched, located in Undercity West, can be opened afterwards during your second visit to Lea Monde. A few steps behind this door you will enter the area called Escapeway. You need to cross this area to retrieve the Gold Key from a room in Undercity West that was inaccessible on your first journey through the game. From the room Buried Alive (1-8) in the Escapeway, you can enter Where Flood Waters Ran and The Crumbling Market. The treasure chest, which is protected by several traps, contains Agales' Chain, Elixir Of Queens, Valens and a Gold Key. With the Gold Key, you can unlock a number of interesting doors.

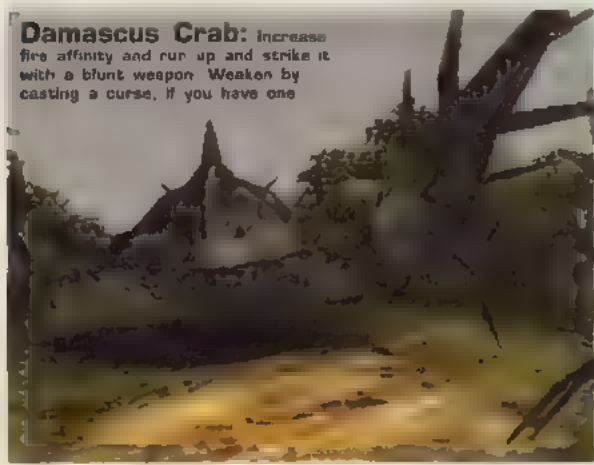
(1-1) Name: Shelter From The Dark Monsters & Treasures: Treasure: Gold
(1-2) Name: Corner Of The Wretched Monsters & Treasures: Treasure: Gold
(1-3) Name: MA Monsters & Treasures: Treasure: Gold
(1-4) Name: S Monsters & Treasures: Treasure: Gold
(1-5) Name: T Monsters & Treasures: Treasure: Gold
(1-6) Name: F Monsters & Treasures: Treasure: Gold
(1-7) Name: The Monsters & Treasures: Treasure: Gold
(1-8) Name: Buried Alive Monsters & Treasures: Treasure: Gold



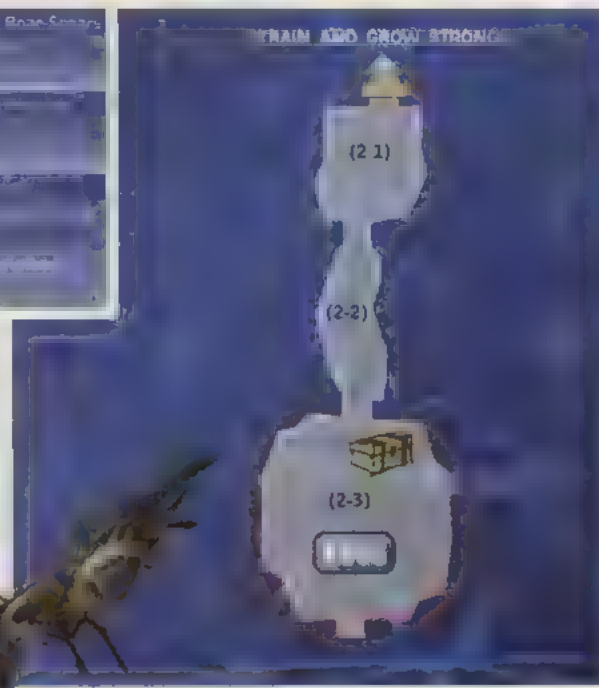
SNOWFLY FOREST EAST

The door locked with the Ensanguined Rood in Train And Grow Strong, located in City Walls East, can also be opened when you play the game for the second time. This exit leads to Snowfly Forest East where you will eventually confront a new boss, the Damascus Crab. Winning this battle gains you the Platinum Key.

Damascus Crab: Increase fire affinity and run up and strike it with a blunt weapon. Weaken by casting a curse, if you have one.



(2-1) Name: Steady The Boat-Spear
Monsters & Treasures:
Treasure Chest:
(2-2) Name: Steady The Boat-Spear
M&T: None
TE: None
(2-3) Name: Steady The Boat-Spear
M&T: None
TE: None

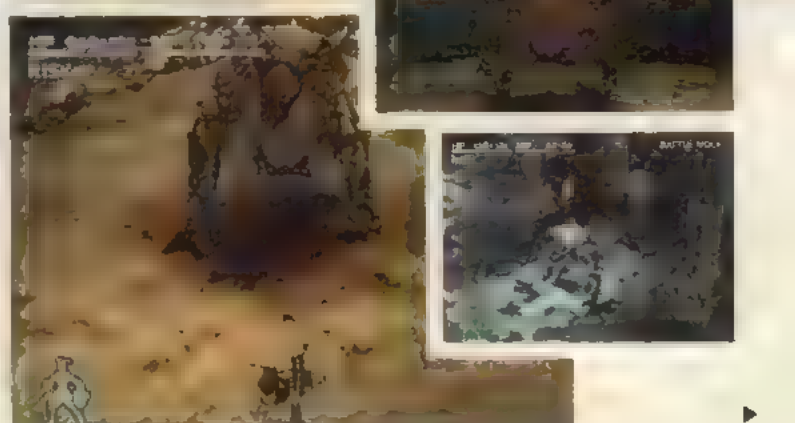
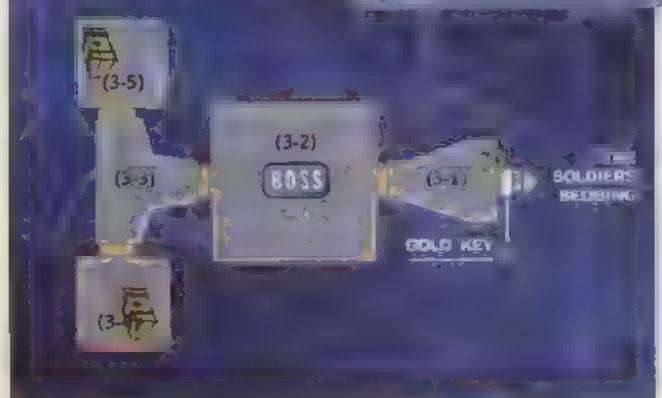


FORGOTTEN PATHWAY


The Gold Key will also unlock a door in The Soldier's Bedding, located in the Keep. Five new rooms lie behind it. One of them is inhabited by a Damascus Golem. After defeating this boss you can enter two rooms with treasure chests, one of which contains the Steel Key.



(3-1) Name: Stair To The Skins
Monsters & Treasures:
Treasure Chest:
(3-2) Name: Stair To The Skins
M&T: None
TE: None
(3-3) Name: Stair To The Skins
M&T: None
TE: None
(3-4) Name: Stair To The Skins
M&T: None
TE: None
(3-5) Name: Stair To The Skins
M&T: None
TE: None



If you have found the keys mentioned above you can now unlock all doors in the Iron Maiden B1. The last exit of this area takes you to Iron Maiden B2, which in turn leads to the Iron Maiden B3.



(4-2) Name: The Cat
M&T: W
TC: W

(4-3) Name: The Cat
M&T: W
TC: W

(4-4) Name: The Cat
M&T: W
TC: W

(4-5) Name: The Cat
M&T: W
TC: W

(4-6) Name: The Cat
M&T: W
TC: W

(4-7) Name: The Cat
M&T: W
TC: W

(4-8) Name: The Cat
M&T: W
TC: W

(4-9) Name: The Cat
M&T: W
TC: W

(4-10) Name: The Cat
M&T: W
TC: W

(4-11) Name: The Cat
M&T: W
TC: W

(4-12) Name: The Cat
M&T: W
TC: W

(4-13) Name: The Cat
M&T: W
TC: W

(4-14) Name: The Cat
M&T: W
TC: W

(4-15) Name: The Cat
M&T: W
TC: W

(4-16) Name: The Cat
M&T: W
TC: W

(4-17) Name: The Cat
M&T: W
TC: W

THE SOLDIER'S WEDDING

(4-1)

(4-2)

(4-3)

(4-4)

(4-5)

(4-6)

(4-7)

(4-8)

(4-9)

(4-10)

(4-11)

(4-12)

(4-13)

(4-14)

(4-15)

(4-16)

(4-17)

(4-18)

(4-19)

(4-20)

(4-21)

(4-22)

(4-23)

(4-24)

IRON KEY

STEEL KEY

THE SOLDIER'S WEDDING

C96  OFFICIAL UK PLAYSTATION MAGAZINE OCT 2000

SOLVING THE CUBE PUZZLE IN THE PEAR - B1



1 First, dissolve the pair of Counter Cubes that are marked with the number 1.



2 This is done by simply rolling them aside once.



3 Now roll the remaining Counter Cube west twice.



4 Step on the Counter Cube and jump slightly to the west, then north to grab the scaffolding (this is a rather difficult jump and might take a few attempts)

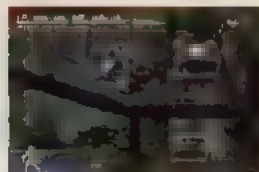
(5-1) Name: The Eunics Monsters & Treasure	(5-17) Name: The Strapped M&T: Lush Lard	(5-20) Name: Tormentous Inconceivable M&T: Lush Lard
(5-2) Name: Ordeal By Fire M&T: Lush Lard	(5-18) Name: Thumbscrew M&T: Lush Lard	(5-21) Ordeal By Water M&T: Lush Lard
(5-3) Name: The Eunics M&T: Lush Lard	(5-19) Name: Torment Slicer M&T: Lush Lard	(5-22) Brink M&T: Lush Lard
(5-4) Name: The Eunics M&T: Lush Lard		
(5-5) Name: The Eunics M&T: Lush Lard		
(5-6) Name: The Eunics M&T: Lush Lard		
(5-7) Name: The Eunics M&T: Lush Lard		
(5-8) Name: The Eunics M&T: Lush Lard		
(5-9) Name: The Eunics M&T: Lush Lard		
(5-10) Name: The Eunics M&T: Lush Lard		
(5-11) Name: The Eunics M&T: Lush Lard		
(5-12) Name: The Eunics M&T: Lush Lard		
(5-13) Name: The Eunics M&T: Lush Lard		
(5-14) Name: The Eunics M&T: Lush Lard		
(5-15) Name: The Eunics M&T: Lush Lard		
(5-16) Name: The Eunics M&T: Lush Lard		



SOLVING THE CUBE PUZZLE IN BOOTIKENS - B1



1 Climb in the gap between the cubes near the east wall, turn west and pick up the blue Magnet Cube. Then turn south and place it on another blue Magnet Cube.



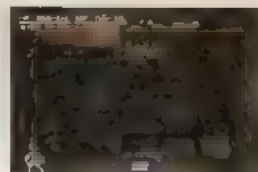
2 Pick up the blue Magnet Cube lying west of where you picked up the first blue Magnet Cube and place it in the gap you just stood in.



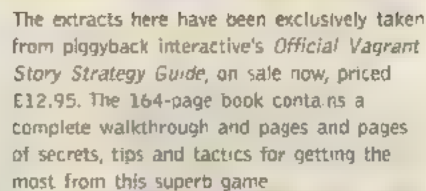
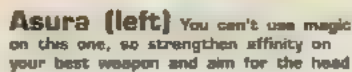
3 Step on the cube you just moved, turn south and pick up the blue Magnet Cube, then place it where you picked up the Magnet Cube in step 2.



4 Now retrieve the blue Magnet Cube you placed in the gap near the east wall earlier and pile it on top of the blue Magnet Cube you just placed on the ledge.



5 Now climb up this newly erected pile and jump north to reach the ledge with the exit.



NEXT MONTH

TOP SECRET

[illegible]

2012年12月31日	2012年12月31日	2012年12月31日	2012年12月31日	2012年12月31日
2012年12月31日	2012年12月31日	2012年12月31日	2012年12月31日	2012年12月31日

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REVIEW

REVIEWS

THIS MONTH'S
RELEASES,
REVIEWED,
REVILED AND
RAVED ABOUT BY
THE PSM TEAM



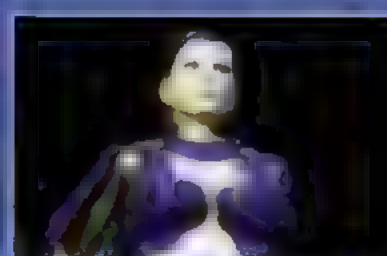
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p112: Sydney 2000



p114: F1 Championship Season 2000



p116: Dino Crisis 2



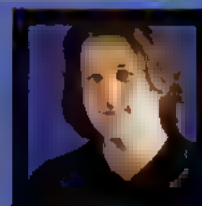
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THIS MONTH'S REVIEWERS

EMOTION. ENGINES
FRESHLY INSTALLED
PSM'S FINEST BOBO
REVIEWERS ARE
READY TO REVIEW
YOUR FAVORITE GAMES
YOU



DONAL
Donal is a reviewer who has been part of the PSM team for a long time. He has reviewed many games and is known for his detailed and honest reviews.



CATHY
Cathy is a reviewer who has been part of the PSM team for a long time. She has reviewed many games and is known for her detailed and honest reviews.



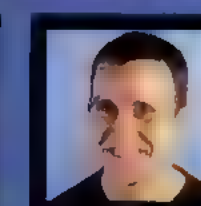
LEE
Lee is a reviewer who has been part of the PSM team for a long time. He has reviewed many games and is known for his detailed and honest reviews.



RICHARD
Richard is a reviewer who has been part of the PSM team for a long time. He has reviewed many games and is known for his detailed and honest reviews.



MIKE
Mike is a reviewer who has been part of the PSM team for a long time. He has reviewed many games and is known for his detailed and honest reviews.



NUKE
Nuke is a reviewer who has been part of the PSM team for a long time. He has reviewed many games and is known for his detailed and honest reviews.

gameplay
THE SATURDAY TO GAMES

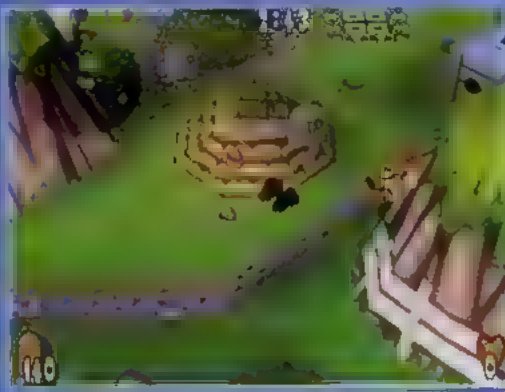
PLUS!

- 10 A revelation: golden rule of the month... they don't like the perfect.
- 9 A piece of software recommended... (about the perfect)
- 8 Very, very good, and is in your collection... yesterday, it was money.
- 7 A great title with a few minor imperfections. Still worth a purchase.
- 6 Playable but with some dodgy bits.

- 1 A revelation: golden rule of the month... they don't like the perfect.
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- 4 A great title with a few minor imperfections. Still worth a purchase.
- 5 Playable but with some dodgy bits.

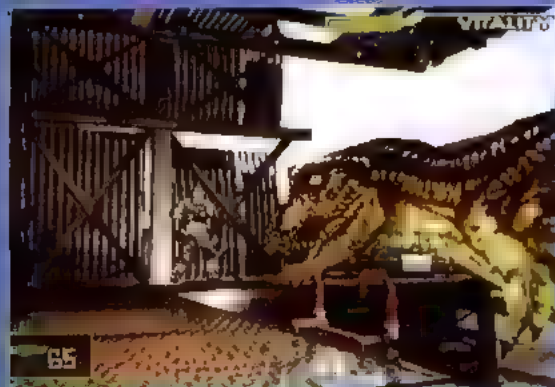


p127: Mr. Driller



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GAME OF THE MONTH



Dino Crisis 2 102

"It's resplendent with clever touches that are only noticeable after prolonged play"

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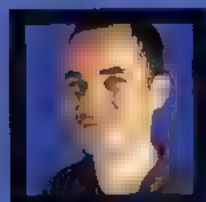
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Win hundreds of squids worth of hot kit!

My Development Hell 162

Lothar! is about to hit the shelves...



CHRIS WALTON



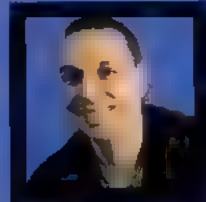
ANDY LOWE



PAUL ROSE



PETE WALTON



STEVE MEDDETT



ALEX BICKHAM



ZY NICHOLSON



In the jungle, the monster hunter, the dinosaur hunter, the monster. And you're the one who's got to stop them. (English)



Jungle brothers. Your map will be your best friend as you navigate the military facilities and dense undergrowth.

IF YOU GO DOWN TO THE WOODS TODAY, YOU'LL BE TORN LIMB FROM LIMB...



Dino Crisis 2

A military outpost has taken over Dr Kirk's experiments to

FACTFILE

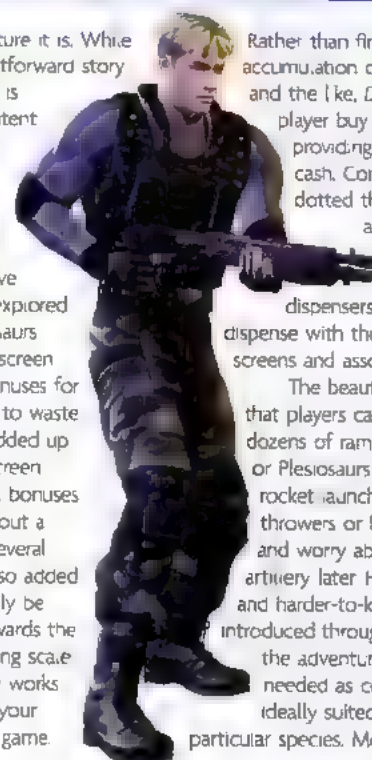
■ PUBLISHER	Virgin
■ DEVELOPER	Capcom
■ RELEASE DATE	November
■ AGE RESTRICTION	15 and over
■ NUMBER OF PLAYERS	One

Eino Crisis 2 is a mass of contradictions akin to one of those 'good news, bad news' jokes you used to hear as a kid. The good news, for example, is that it fulfils the main criteria of a sequel of having more of everything – especially dinosaurs. The bad news, however, is that *Dino Crisis 2* no longer falls under Capcom's survival horror mantle. Instead, its creator Shinji Mikame has pre-empted criticisms that the rigid structure of the *Resident Evil* series and the original *Dino Crisis* have been taken as far as they can. As such, Mikame-San has created a game that is more action-orientated – even arcade-like in its simplicity – yet still contains many of the traits that made the original so entertaining. The good news is that this is a bold step away from what could have been a safe and predictable follow-up. And it works well.

The key differences from the original are obvious from the start and it is at this point that fans of survival horror will either recoil in disgust or embrace the

game as the new departure it is. While *Dino Crisis* was a straightforward story well told, the follow-up is more episodic in its content. The game is split into a series of small vignettes within which the scenario unfolds via a succession of sub-stages comprising of roughly five locations. As these are explored and the obligatory dinosaurs enter stage right, an on-screen score system tots up bonuses for every reptile that is laid to waste. These scores are then added up at the end of the five-screen segment, with additional bonuses for getting through without a scratch and taking out several targets with one shot also added.

While this could easily be dismissed as a move towards the shallow end of the gaming scale, this tally system actually works because it is integral to your progression through the game.



Rather than finding weapons via the accumulation of keys, door cards and the like, *Dino Crisis 2* lets the player buy whatever they wish providing they have sufficient cash. Computer banks are dotted throughout the game and act as both save points and weapon and ammo

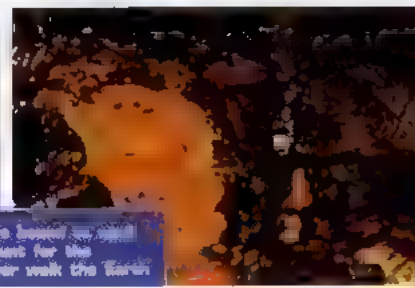
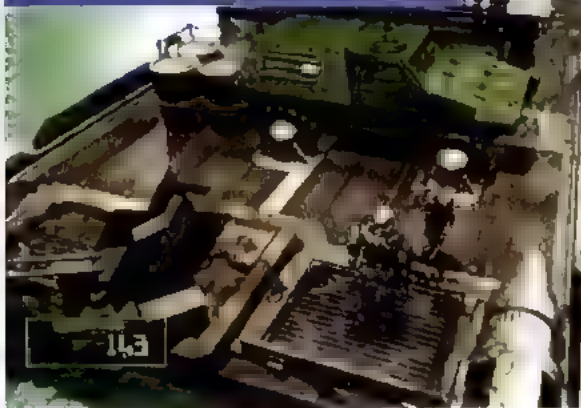
dispensers, enabling Capcom to dispense with the standard inventory screens and associated item juggling.

The beauty of the system is that players can then lay waste to dozens of rampaging Velocoraptors or Plesiosaurs in the pursuit of rocket launchers and flame throwers or bottle it completely and worry about the heavy artillery later. However, with bigger and harder-to-kill dinosaurs introduced throughout the course of the adventure, a fine line is needed as certain weapons are ideally suited to dealing with particular species. More than a few

Dino Crisis 2



What a beauty. The graphics in *Dino Crisis 2* are a significant improvement on the first game.



breed the killers

familiar ideas from Capcom's previous games have been gathered together for this sequel.

Key cards and the occasional logic test still form the bulk of the puzzles, for example while the cut scenes with their inadvertently amusing conversations and mannerisms still raise a smirk and those interminable door animations are still there. The rotational control system has also been retained, complete with 180° spins and a tidy auto-targeting system. With the majority of *Dino Crisis 2* set in the lush foliage of a rain forest, though, the more open spaces contribute to Mikami's hopes for a more immediate game, with the simplistic yet effective control system perfectly balanced to deal with attacks of up to three dinosaurs simultaneously. But oh those dinosaurs...

An additional benefit of both the open locations and *Dino Crisis 2*'s action emphasis is that it has allowed Capcom to completely rework the graphics. The two heroes, Regina and Dylan, are considerably larger and more detailed than other Capcom survivalists and the

animation as they run, stroll and take arms is incredibly smooth and realistic. Rightfully taking centre stage, though, are the dinosaurs. One of the biggest disappointments of the original game was the limited nature of the dinosaur attacks. Sure they looked good, but compared to the multiple raptor attacks of Spielberg's *The Lost World* the reptiles lacked the canny attack patterns of their silver screen counterparts. No more, though.

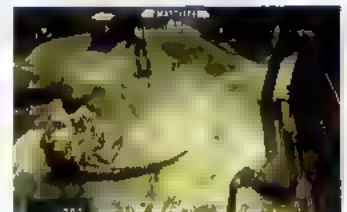
Signified by a slight rustling of foliage or a distant scratching, *Dino Crisis 2*'s dinosaurs are every bit as clever as the ones that tore Bob Peck to bits in *Jurassic Park*. For a start, they now attack in packs of three, and they also seem to come from nowhere. The raptors will try to outflank the player via attacks from out wide, while this level of cunning continues throughout the game. A Triceratops will attack to defend her babies, for example, while Plesiosaurs rule the waves and Pterodactyls the skies. By

far the star of the show, however, is the huge Gargantosaurus that appears in the game's intro and adopts a similar role to *Resident Evil 3*'s Nemesis creature by appearing throughout the course of the adventure. In total, 12 species now inhabit *Dino Crisis 2*, with Capcom explaining the larger number via a convoluted time travel scenario.

Set directly after the events of the first game, a military outpost has rather unwisely taken over Dr Kirk's experiments to breed the prehistoric killers. As is always the case, things have gone tits-up and a time travel experiment has thrown the scientific base back to the Cretaceous period with a mass of dense jungle.

HOW TO...

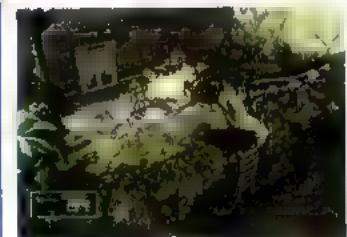
MAKE THE MOST OF THOSE BONUSES



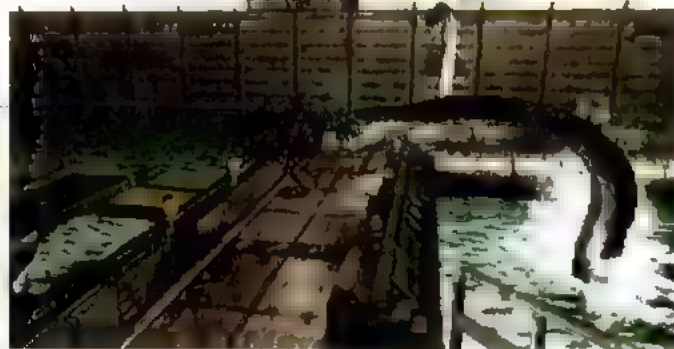
Dino Crisis 2 does away with the restrictive weapon system of its predecessor. Instead, players are given cash for every dinosaur they off - with bonuses awarded for particularly skilled kills. As such, you don't have to wait until the end of the game to get those coveted flame-throwers and rocket-launchers. The basic rule of thumb is don't panic. Every time you leave a screen or the angle changes, the number of dinosaurs present is reset. They always attack in packs of three, but a well-timed shotgun blast from close range can sort two out at once. Your given bonus appears at the top of the screen.



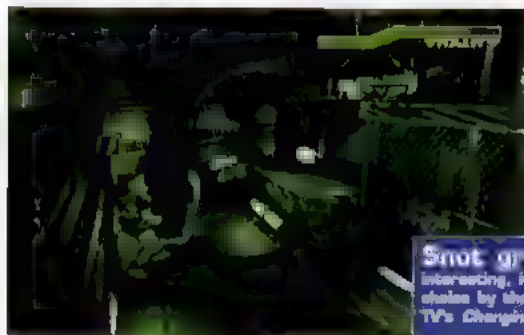
With your pockets bulging with hard-earned cash, locate one of the wall-mounted computer units. Hit the Shop option and splash out on whatever is available. Additional health kits and ammo are also available.



It's worth noting that certain weapons are more adept at dealing with certain species. Pterodactyls, for example, are easily killed with a flame-thrower, while rocket-launchers are essential for the cave-dwelling beasts. Flames are also good for picking off the more hostile plant life.



Snake piece for two for the next two months after you switch this lengthy beast and his pals with your small fire-arms



Spot green and interesting. If unpopular, share by this dandy from TV's *Charging Home*



It is resplendent with clever touches that make it a singularly

IF YOU LIKE THIS
THEN LOOK AT...
RESIDENT EVIL 3:
NEMESIS
(PSM55 10/10)
A brilliantly plotted adventure with more
than a few shocks

appearing in its place. Following her experiences in *Dino Crisis*, Regina is paired with the gung-ho Dylan and an army of soldiers and sent back in time to find and rescue survivors and bring them back.

The resulting journey means – just as Ripley returned to the home of her foe in *Aliens* – Regina is on Dino turf for the sequel. Indeed, as the game's stunning CGI intro of the army camp dissected by a marauding Gigantosaur and hundreds of raptors shows, Mikami's obvious love of cinema results in visual influences from everything from *Predator* and *Platoon* to, logically, the two *Jurassic Park* films.

The Cretaceous setting is also put to excellent use as a means to keep you constantly on your toes. The game is evenly split between locations based on the displaced scientific complex and the surrounding jungle location. As with the original, parts of the complex cannot be accessed until the relevant keys are found, but as the game gradually reveals its secrets it proves that *Dino Crisis 2* is more than a match for its stablemates in terms of taut plot and shocks. It also ups the

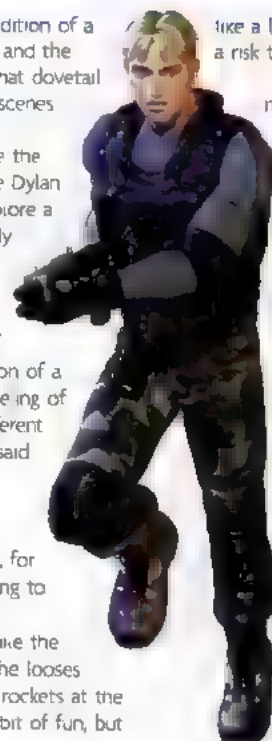
ante slightly, with the addition of a wider range of locations and the inclusion of sub-games that dovetail beautifully into the CGI scenes and in-game events.

Of particular note are the underwater scenes where Dylan dons a diver's suit to explore a submerged base. Not only does this add a number of aquatic species to the dinosaur count, but the shimmering effect of the water and the addition of a jump move create the feeling of playing a completely different game. The same can be said of the first-person sub-games that throw up additional moments of suspense and terror. One, for example, sees Regina trying to steer a jeep away from a rampaging Triceratops while the player controls Dylan as he looses off round after round of rockets at the pursuing beast. It's just a bit of fun, but

like a lot of things in *Dino Crisis 2* it's a risk that pays off.

Ultimately, *Dino Crisis 2*'s good news elements easily outweigh its bad. It is resplendent with clever touches that are only noticeable after prolonged play, yet make it a singularly clever and playable game. The camera angles, for example, are all positioned to make it look as if you're being permanently pursued. This isn't the case of course, but they add tension nevertheless. The game world is also well worked, with dinosaurs mooching around under walkways and on the horizon to indicate a bustling reptilian world, while the way the game gently entices the player into new areas is beautifully handled.

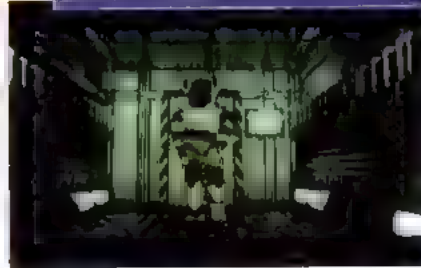
The main bad news aspects are that the game's move towards action has made it rather unrelenting at



Dino Crisis 2



The fright factor has been cranked up after the last scary dinosaurs in history appeared in the first game.



HOW TO...

CUT A SWATHE



With the emphasis more on action than puzzling, *Dino Crisis 2* replaces the original game's use of keys with other methods of access.



Electronic locks for example, don't always require the correct card. Both characters are armed with main and secondary weapons. For Regine her second choice is an electrically charged knife, which is useful for sorting out the electronic locks. By the same token, Dylan has a big machete. This proves particularly useful for chopping away the plant life that often tends to cover doors to key areas. It's also good for dealing with the energy-sapping insects that give chase.



This pattern then continues for larger blockages. Can't get past a big rock? Don't mess about solving puzzles. Go and buy a rocket launcher and blow it out of the way!



Fleet of foot. Despite being the size of a semi-detached house, this beast has managed to creep up on our hero unnoticed...



clever and playable game.

times. It becomes predictable that three dinosaurs will appear with every switch of the camera angle and the control method lacks the necessary precision to make climbing out of harm's way as instant and smooth as it should be. All the same Shinji Mikami and Capcom deserve applause for this bold step. *Dino Crisis 2* is by no means perfect but at its heart it is a playable and entertaining game that through a wealth of ideas and set pieces, elevates itself above its inherently simplistic nature.

Dino Crisis 2 doesn't show the way ahead for survival horror, but it is a far more accessible game than its predecessor and one that doesn't sacrifice content in its pursuit of simple gameplay. Good news indeed ■

Steve Merrett



Leaping lizards! These mean fellows will spring at you from on high, rather than taking the stairs provided!

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS

Varied, with the dinosaurs stealing the show ■

■ GAMEPLAY

The move to arcade fare works surprisingly well ■

■ LIFESPAN

Incredibly tough, but slightly repetitive at times ■

■ OVERALL

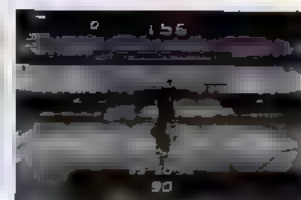
A brave move into arcade-orientated territory. All the elements that made the survival horror genre so popular are included, but the immediacy of the gun-based action makes for a more fast-paced game.

8

100% 10

REVIEW

Raise your hands while doing a complex grab to score more points



FANCY HITTING THE STREETS AGAIN? BEWARE, IN *TONY HAWK'S 2* THEY HIT BACK...



Tony Hawk's Pro Skater 2

Instead of rolling on their backs with one leg in the air, the

FACTFILE



■ PUBLISHER	Activision
■ DEVELOPER	Neversoft
■ RELEASE DATE	September
■ AGE RESTRICTION	Three and over
■ NUMBER OF PLAYERS	One to two

Everyone knows the rules. Sequels are cash-ins, pure and simple. Sure you'll get another set of tracks, maybe even some new characters, but everything else about the game stays the same. That's how it was, is and shall ever be. Thing is, nobody bothered to tell those nice people at Neversoft and now they've gone and done *Tony Hawk's 2*.

At first glance nothing much has changed. The mean streets, schools and skate parks are present in all their glory and abound with ramps, rails and obstacles. But then you notice the new bail (injury) animations. Instead of rolling on their backs with one leg in the air, Tony and his chums now go through a whole ballet of pain every time they dismount - it's a groin-clutching, forehead smacking, shoulder-popping virtuoso performance accompanied by tale spurts of blood.

Manage to stay on the board and you'll find that by pushing forward a ghostly spirit level appears as you balance on your front wheels - importantly these

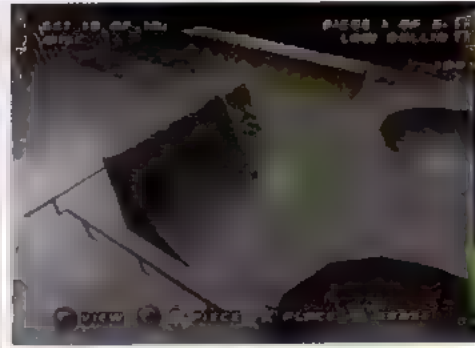
manuals allow you to link tricks to build really huge combos. Not so much to take in, you'll be thinking. Start opening up new tracks, however, and niggling doubts will penetrate your veneer of cool. There are upper levels of each stage that seem just too high up to reach, ramps that somehow promise more air than they deliver. Could there actually be something wrong with *Tony Hawk's 2*? Is it in some way flawed? Oh no, the truth is out there, but it's much more sinister.

All that attention, all those royalties - it was only a matter of time really before Tony sold out. *TH2* you see, is all about money. Earn it through competing tasks, win it by competing in competitions or simply snatch it out of the air in the form of 20 and 50 dollar bills and it can be traded in for fresh decks, improved abilities and new tracks. It's the abilities side of things that's perhaps most shocking. Even the Hawkster isn't perfect and if you want to beat every course with him you'll have to spend money improving his landing, a airborne and grinding skills. Alternatively, pick an a-

rounder from the old skool like Steve 'Cab' Caballero who can handle both vertical challenges (bowls and half-pipes) and street obstacles (rails, ledges and vehicles) and you can attempt to amass cash to open-up the levels as quickly as possible. Then there are the tricks. The truth is you could play *TH2* with the default roster of stunts for each boarder and never really get bored, so it comes as something of a surprise to discover that there are even gnarlier and more impressive tricks to buy. Better than an Air Madonna? Believe it. Harder than a monster Edge Grind? Oh yes. This is how *TH2*, almost incredibly, manages to introduce strategy into what is, essentially an out-and-out action game. How much you decide to save or spend is down to how good you think you are and how far you reckon your playing skills alone can make up for any deficiencies in your chosen skateboarder.

At this point most other games would unbuckle their helmet, stow their deck back in their rucksack and head for the nearest trendy bar. But *Tony Hawk's 2* is

Tony Hawk's Pro Skater 2



Park and ride at the end of the level. This is a trick that you can perform at the end of the level. It involves a skater performing a trick on a ramp, then riding the ramp. This is a trick that you can perform at the end of the level.



A star is born at the end of the level. This is a trick that you can perform at the end of the level. It involves a skater performing a trick on a ramp, then riding the ramp. This is a trick that you can perform at the end of the level.



skaters now go through a whole ballet of pain

just getting started. The levels that at first glance, look pretty similar to the originals turn out on closer inspection to be far bigger and more complex. Secret areas aren't merely rooms behind walls of glass or roof-tops, in some cases (like New York) they are whole levels in themselves effectively doubling the size of the stage with a wealth of ramps, rails and walls as well as hidden tapes and free money just when you think that King Dollar rules Tony's world, up pops the first of the three competition stages – sun-kissed Marseille, where you have to compete in three heats and score consistently high to nick the bronze, silver or gold medal (plus a cash bonus). While the prize money is welcome, it's the medal you need to open up the next level.

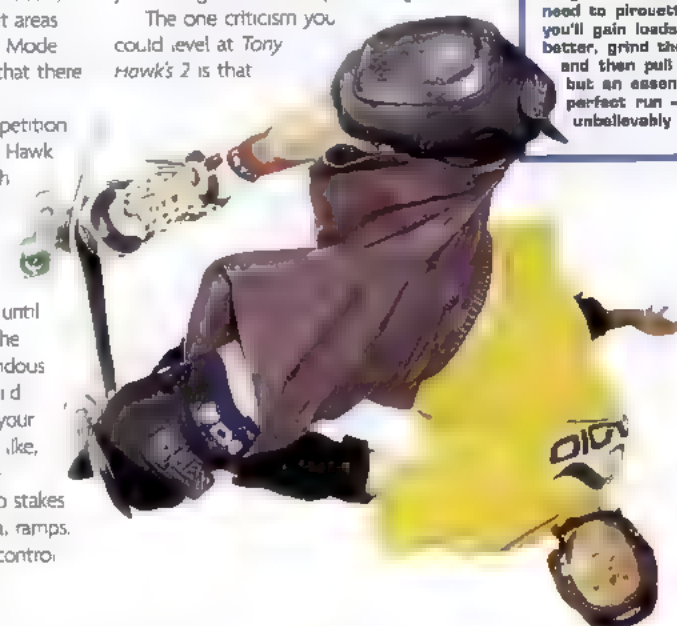
What happens, though, if you're blessed with friends of the boarding persuasion? Then there's the Two-Player Mode, offering the chance to trade single tricks or compete in Graffiti Mode where whole ramps, rails and walls can be tagged and only a better trick than your

opponent will enable you to steal back a piece of scenery and a point. OK, so some slow-down does occur when you're attempting particularly outlandish tricks, but amazingly many of the secret areas and extras from the Single-Player Mode are still in here despite the fact that there are two of you bombing about.

If you prefer creation to competition then Tony has the answer too. If Hawk and Caballero aren't good enough for you, you can make your own boarder, complete with trendy trainers and a regulation beanie. Pick their tricks and then earn money to improve their abilities until your Mr Nobody is the best in the business. Then there's the tremendous Park Editor Mode letting you build from scratch the skate arena of your dreams. Place a bowl where you like, construct a set of rails with just-jumpable gaps packed with sharp stakes and surround it with near-vertical ramps. It not only gives you complete control but allows you to test out your

unfinished creation at any stage – those rails that bit too far apart? Hop back and reposition them then. Ramps don't give you enough air? Then opt for larger ones.

The one criticism you could level at Tony Hawk's 2 is that



HOW TO...

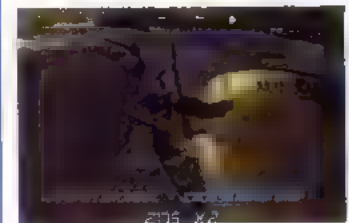
WIN A MEDAL



The competition stages from the first game are about as hard as limp lettuce compared to those found here. As before, they demand that you rack up large amount of points and don't fall off, but with massive marking down for doing tricks more than twice you're going to have to get inventive.



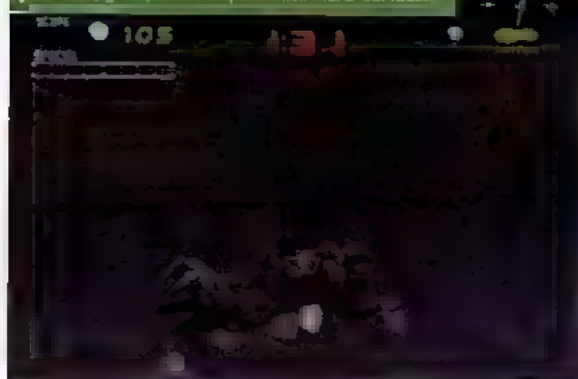
Handy half-pipe? Don't be silly. The Marseille stage offers no such choosy get-out, you'll have to work for your points. You can get some serious air off this bowl-like structure, but there's no margin for error. You'll find an arrow nearby that, if tricked off correctly, will give you double points.



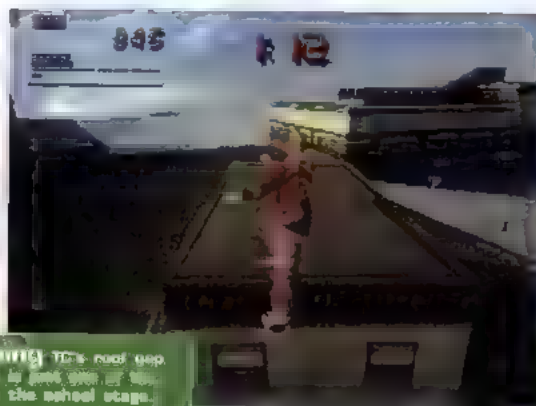
To get a medal-winning score you'll need to pirouette over the banner – you'll gain loads of extra points. Even better, grind the banner rail itself and then pull a stunt. Not easy, but an essential part of your perfect run – plus it looks unbelievably easy!

REVIEW

Time we bailed as there are loads of different animations showing what happens when your face/groin/knees impact with hard surfaces

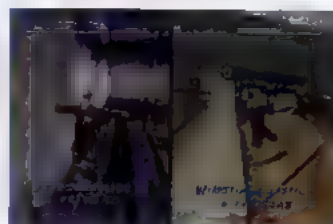


Kickflipping TC's roof top above right is just one of the challenges in the school stage. You'll need to complete lots of tasks to earn enough dollar bills to open up the later levels.



GRAFFITI BATTLE

By far the best two-player option is the Graffiti Mode where you get to compete against a mate on the levels you have managed to open up in Career Mode. The idea is to tag as many pieces of level scenery as possible by doing a trick off them - this will turn them your colour. The only way that your opponent can steal them back off you is by performing a better stunt. Each time you tag something you get a point and at the end of the session the one with the most points wins. Let battle commence...



Blue's rail grinding tactics are a good idea as it's hard to do anything but a grind and dismount off here.



You can grind the chopper's rotor blades if you so desire - everything's in here from the Single-Player Mode.

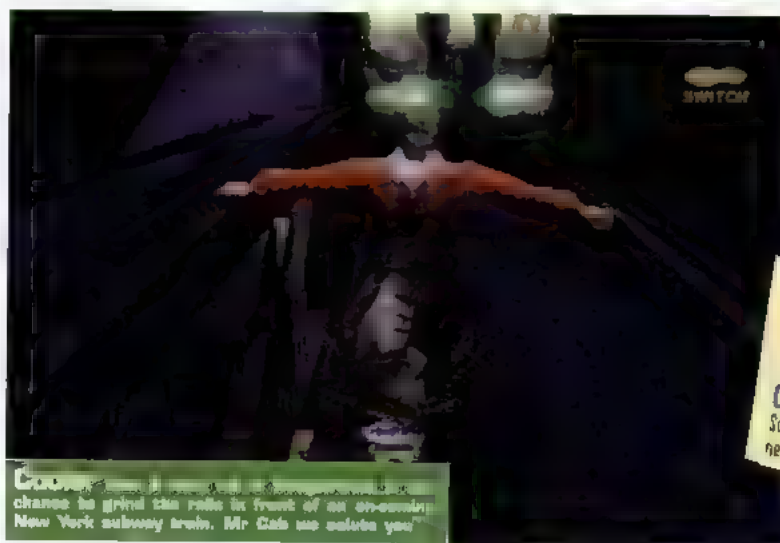


Red's never going to get that piece of scenery back! The darker the colour, the better the trick

“One of the most addictive titles ever”

► beginners will find it extremely tough and even veterans are likely to get frustrated from time to time. It's a title that demands hours of dedicated practice, whole afternoons of plugging away trying to get that perfect score. If you were to plot its difficulty over time, rather than getting a nice, smooth hilllock you'd get a series of peaks that could give the Andes a run for their llamas. After each seemingly insurmountable peak of excellence is crested your heart plummets as another, even larger challenge rises up to take its place. It's just as well that this is one of the most addictive titles ever created, because otherwise only card-carrying masochists would return to receive the kind of punishment Tony Hawk's 2 dishes out. ■

Pete Wilton



Coony... chance to grind the rails in front of an on-coming New York subway train. Mr Cab we salute you!

IF YOU LIKE THIS THEN LOOK AT...

GRIND SESSION

Some good ideas and enjoyable stages, but never quite captures Tony Hawk's magic (PSM2 8/10)

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS

Amazing animation and well-crafted interactive levels 9

■ GAMEPLAY

An amazing variety of stunts and tactics to learn 10

■ LIFESPAN

Some might say frustrating but we reckon challenging 9

■ OVERALL

Not so much a game as a way of losing entire weekends trying to master the trickster's art. If the difficulty curve was spot-on this would be worth a ten, but it's still a game that everyone should own

9

OUT OF 10

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PlayStation Power, June 2000

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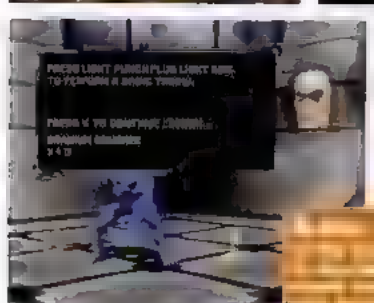
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REVIEW



HAS ACTIVISION MANAGED TO HARNESS THE GAMING X-FACTOR?



X-Men: Mutant Academy

“Should you corner an opponent you are free to pummel them”

FACTFILE

■ PUBLISHER	Activision
■ DEVELOPER	Paradox
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

With the *X-Men* film plastering Wolverine, Storm and the rest on every bus shelter and TV screen in the land you would be forgiven for assuming *X-Men: Mutant Academy* was part of 20th Century Fox's cinema hype. But, no, *Mutant Academy* came to this party without an invitation and, on reflection, the film's distributor might not be happy with its door policy.

Developer Paradox has endeavoured to give the beat 'em up a 3D feel, despite a 2D format, and a couple of decent moves use camera effects to that end. Sadly, the game suffers from old-fashioned and typically 2D problems. For example, should you corner an opponent you are free to pummel them, since they can't employ a lateral roll to escape, leaving them virtually defenceless. The collision

detection is dated too. While your character accurately makes contact when fighting himself, there is no adjustment for other opponents and you often end up snapping their head back with blows that land a foot from the target.

In combat generally, your range of attack is limited and the advanced special power moves that are so difficult to pull off are used expertly by many opponents. At too often you'll be picked off at arm's length and working inside will prove too costly. This trickiness is compounded by computer opponents landing a string of unblockable blows so damaging it is difficult to get back into contention.

You can activate special powers by landing hits then pressing **X** repeatedly causing you to kick pathetically and interfering with your attacks. The game is punctuated by such shoddiness. Hit

Punch repeatedly and you limply flick out the same jab, rather than completing even a basic combination, unlike, say, *Tekken 3*.

In short, the characters in *Mutant Academy* feel less like superheroes and more like cardboard cut-outs. Add a bland Two-Player Mode and the fact that the better characters are initially locked, and you've got a game with promise that fails to deliver immediate playability, let alone replay value. While other games use extended Story Modes and Challenge Modes, this title relies on an Academy Mode for longevity. Unfortunately the tute age is woefully slow and there is too much emphasis on simple actions such as performing a jab. Again.

All in all, it's too difficult by half and deeply frustrating. The looks say *Bloody Roar*, the gameplay says 'bloody naff' ■

Lee Hall

IF YOU LIKE THIS THEN LOOK AT...
BLOODY ROAR 2 (PSM44 8/10)
A fine, quick and responsive beat 'em up which, despite its age, still kicks ass

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Bright, bold and beautiful with a 3D feel 7
■ GAMEPLAY	Tricky in a few-moves and naff controls way 4
■ LIFESPAN	Only as bountiful as your patience 5

■ OVERALL
There are many good things to say about *Mutant Academy* as it tries to do things a little differently. Sadly the prohibitive trickiness and lack of depth mean it never gets passed promising.

5

OUT OF 10

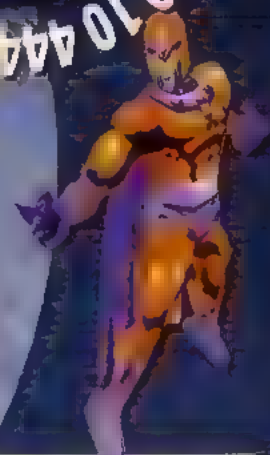


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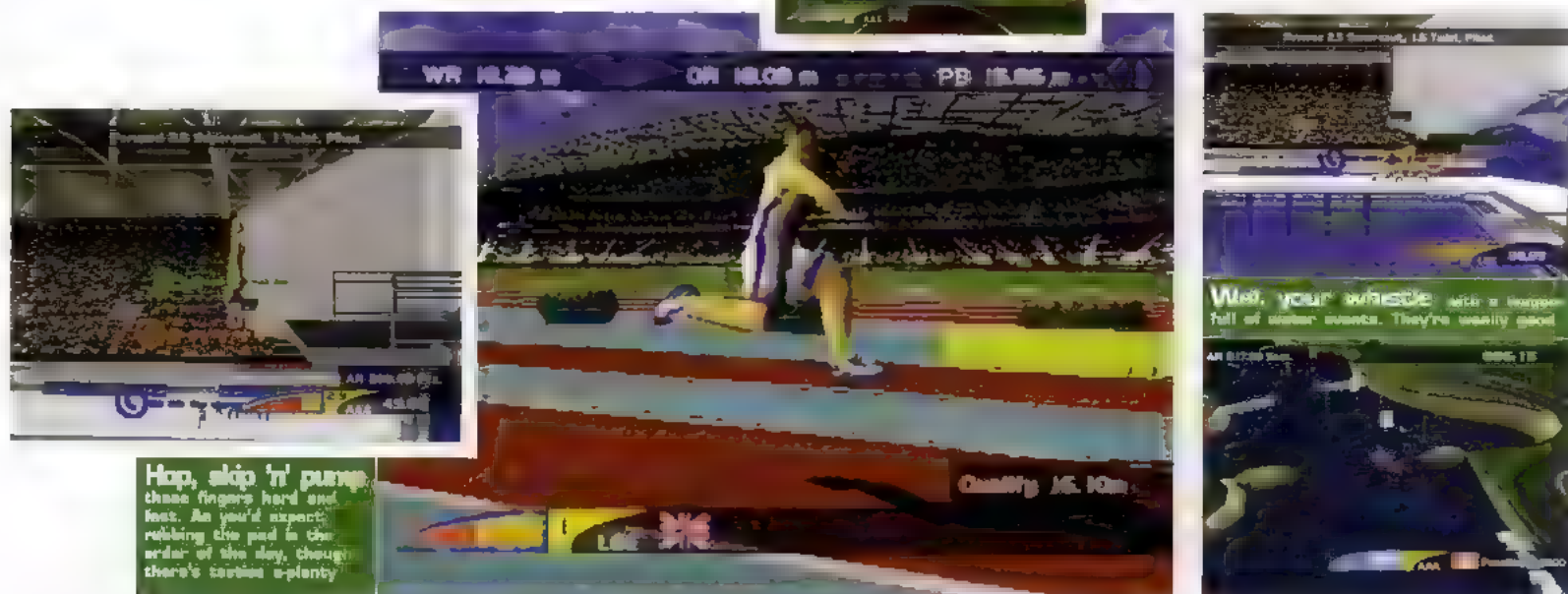
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WAGGLER, SOCK-RUBBER OR SPASMODIC JIGGLER - WHICH ONE ARE YOU?



Sydney 2000

There are plenty of enjoyable two-player hi-jinks, but the

FACTFILE



■ PUBLISHER	Eidos
■ DEVELOPER	ATD
■ RELEASE DATE	September
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to eight

Few have dared to challenge the king of athletics sims, *International Track & Field*, for the good reason that it seemed to take button-bashing to a natural peak. Then along comes Eidos with a licence to recreate the other major sporting event of the summer and the promise of a properly developed Single-Player Mode to add depth to proceedings.

Another disincentive for prospective athletics sim developers is the difficulty of making furious and painful activity without respite enjoyable. Either you need something to keep you going or the elation at the end must justify your furious wrist wagging. And while *Sydney 2000* has the *Track & Field* knack of making beating your mate feel damn good, it doesn't always pass that test.

The game itself consists of 12 events, ranging from traditional favourites like the 100m metres sprint and the javelin to newer events such as kayaking and cycling. Indeed, Eidos has achieved a decent balance between skill-based

events and the explosive button-bashing affairs, such as the 110m hurdles and 100m freestyle swimming. The skeet-shooting, for example, relies on your ability to compensate for recoil, intercept the arc of a clay pigeon and fire accurately.

The Head-To-Head Mode enables up to eight players to hammer it out over a range of events. To even things up a little there's even a hand capping system. Choose any combination of events and you get a running total of each player's scores as you go.

Naturally the raw concentration as someone streaks ahead, only to break into a laugh and slip backwards, pedalling manically to stave-off defeat, is the crux of the multiplayer appeal. However the big selling point of *Sydney 2000* is the Single-Player Mode, which enables you to train a stable of up to 12 athletes for Olympic qualification. You go through three stages of heats, each requiring gradually better performances, thus improving your skills. You can also improve the stats of your athlete through virtual training exercises, some of which,

the treadmill for example are very tricky indeed. However, many offer opportunities to hone the skills you employ in the game, such as the recoil training in skeet shooting.

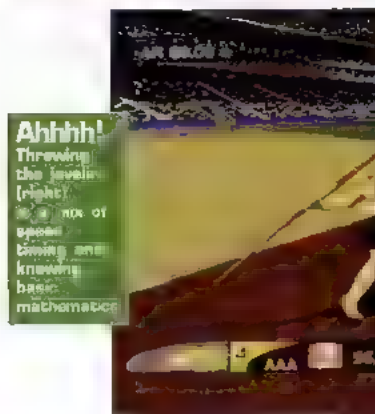
Sadly, furiously bashing a button to improve your athlete in virtual exercises is on the wrong end of the fun/annoying scale. And while it does increase the game's longevity a more elaborate competition-based system would have been a more positive addition.

Unfortunately the loading times are a marathon. Even in the Training Mode where you may wish to retry an exercise that took under 20 seconds, you have to reload the whole thing, which can become incredibly frustrating.

There are a few areas where ATD appears to have shaved the odd corner. For instance, the motion capture on the athletes is the same for them all. The result is a super heavyweight weightlifter campily flopping his wrists about as he bounces to celebrate a successful lift. Also, the replay angles are slightly suspect - if you have the misfortune to be on



Virtual gaming. Wash buttons and time those jumps in a non-competitive environment to hone your skills. Not much fun, though.



Ahhhh! Throwing the javelin (right) is a mix of speed, timing and knowing basic mathematics.



HOW TO...

PEDAL YOUR WAY TO GOLD IN SPRINT CYCLING



Start by pedalling rapidly and maintaining a speed of around 75% of full tilt for the first lap...



For the second lap, rest your ass and prepare for the final leg.



Then pedal like a demon at full tilt until you cross that line as a winner.

Single-Player Mode is ultimately a letdown

the near side in a sprint, you are likely to be cut off the camera view. On the positive side, the commentary, arenas and outfits are all authentic and go some way to creating that Olympic feel.

Sydney 2000 makes for plenty of enjoyable two player hi-jinks, but the Single-Player Mode is ultimately a letdown. Virtual gym exercises are a lot less fun than real competition and Eidos would do well to rethink its longevity strategy. What about having more events? Surely it wouldn't require much effort to add a long jump, 200m, discus and new swimming events as they're all based so closely on existing events. *Sydney 2000* puts in a lot of effort but it doesn't have that extra bit of magic needed to pick up an Olympic gold. ■

Lee Hall



IF YOU LIKE THIS THEN LOOK AT...
INTERNATIONAL TRACK & FIELD 2
(PSH55 7/10)
Only the graphics are a disappointment

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS

Very good-looking but ultimately uneven 8

■ GAMEPLAY

Brave, if not perfect attempt at Single-Player Mode 7

■ LIFESPAN

Always boss for multiplayer tomfoolery. Decent Olympic option 7

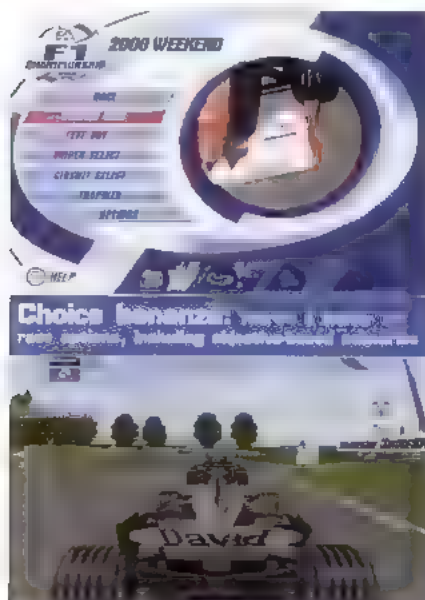
■ OVERALL

A lot more fun than rubbing your fingers on a cheese grater but with ultimately the same effect. You'll be sore, tired and out of action for weeks. Good try but doesn't quite clear the final hurdle.

7

OUT OF 10

REVIEW



THE LATEST UPDATE TO EA'S F1 STABLE IS HERE. BUT IS IT WORTH SHELLING OUT FOR?



F1 Championship Season 2000

It rips along at a good old pace and the graphics are spot-on

FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	In-house
RELEASE DATE	September
AGE RESTRICTION	None
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...
 FORMULA 1 '99
 Sorry's more successful foray into the F1 sphere o' things

It's the £35 question. Can you justify purchasing EA's latest F1 update? Is it different enough to warrant the outlay? Are there enough tweaks and twiddles to make F1 Championship Season 2000 better than last year's effort?

Well, for starters, you'll be pleased to hear that it's a very accomplished racing game. It rips along at a good old pace the cars handle as swiftly and twitchily as you'd expect them to, and the graphics are spot-on. For those of you who don't relish the super-realistic aspects of F1 racing in your games, there are also the racing line, steering and braking assist options that you'd hope to find present. It's got all the up-to-date drivers, teams and tracks, plucked from real life and coded up for your playing pleasure. In short, it contains everything that you

would expect from such a high profile EA Sports title.

So why does it taste a little like ashes in the mouth? Well, for starters, it's really not that much different from F1 2000 which is barely six months old. In fact it's almost identical. Despite the new team data and car paint-jobs aspect, there's really very little to tell the two games apart. There are a few new graphical niceties in place but certainly nothing earth-shattering or fundamentally game-changing. The scenario races, which are played aside from any race weekends or full championships, are new and interestingly they're based on actual events that have happened this season. They're mission-based affairs, requiring you to make up a certain amount of points for your team per race and so on, and make a nice change from simply aiming

single-mindedly for the finish line. A real boon for those that have been religiously glued to the goggle box for the last eight months or so, but that hardly makes up for the rest of the game coming on like a carbon copy of F1 2000.

So, the answer to our initial quest can be broken down into the following: don't buy it because you think you need it, and certainly, don't buy it because anyone tells you you need it. Buy it because you didn't get around to buying F1 2000. And most importantly, don't buy it if you already have F1 2000 — you'll just end up feeling ripped off. Ultimately, F1 Championship Season 2000 is a smashing game, and as such, we can't be very harsh with it. But in the end, £35 just for an overblown expansion pack is just too damned expensive. ■

Al Bickham

OFFICIAL UK
PlayStation
 Magazine
VERDICT

GRAPHICS	Nice weather and reflection effects, and some tasty textures	8	OVERALL	F1 Championship Season 2000 is great Formula 1 game but there's almost nothing here for those that already have F1 2000. If that's you remove four points from the score	8
GAMEPLAY	Good solid racing action. Respectable if unoriginal.	8			
LIFESPAN	With any luck, longer than it takes to release the update.	7			

8
 OUT OF 10

INCOMING!



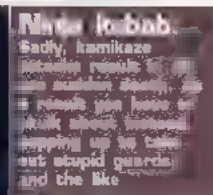
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OOH, BE CAREFUL WITH THAT BLADE. YOU'LL DO YOURSELF A NINJURY...



Tenchu 2: Birth Of The Assassins

“This isn't the kind of game where you can carve up endless

FACTFILE

■ PUBLISHER	Activision
■ DEVELOPER	SEJ
■ RELEASE DATE	September
■ AGE RESTRICTION	18 and over
■ NUMBER OF PLAYERS	One

There's a common misconception that ninjas were honourable warriors. If a Daimyo (the warlords of feudal Japan) employed their services as assassins, thieves or spies their standing among other Daimyos would drop massively. They would be considered low-down, dirty scoundrels, and in a society where honour was paramount, to dishonour yourself in such a fashion would be a transgression of the highest order.

But then, this is the year 2000. Who cares about history any more? *Tenchu 2* certainly doesn't – it mixes ninja practice and the Bushido Code of Samurai honour to create an utterly contradictory honourable ninja. But not to worry it's still a top game.

Fans of the original *Tenchu* will know the form. As Rikimaru or Ayame, two budding young ninjas, you face a series of missions that require stealth, cunning, and a bit of forethought to complete. To do the job, you're armed with a sword, a grappling hook and a selection of other

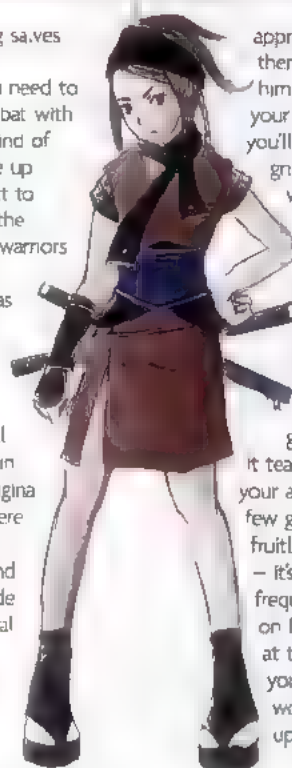
equipment, such as healing saves and gunpowder fireworks.

The one thing that you need to try and avoid is open combat with the enemy. This isn't the kind of game where you can carve up endless baddies and expect to come out unscathed. No, the guards, sentries and other warriors that you encounter in the game can easily deal you as much damage as you dole out yourself, and if you get into it with a ninja sporting a set of poison-tipped Katana blades, you'll be in a whole world of pain.

But – and fans of the original will remember this too, there are ways around enemy warriors. Hold down **Ⓢ** and you'll move in Stealth Mode which is slower than normal movement but is completely silent. As long as you stay out of your foe's visual field and

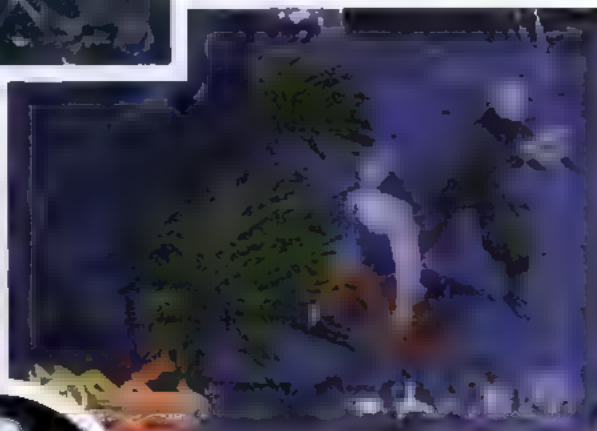
approach from the side or rear then you'll be able to dispatch him with a single blow from your sword. Do it properly and you'll be treated to one of many grisly little cine-sequences, where your ninja does the bad guy in with a touch of style. Needless to say, it's not the most bloodless of games – 20 minutes in, and your eyeballs will feel like they've been dunked in red ink.

One of *Tenchu 2*'s greatest strengths is the way it teaches you to use terrain to your advantage. After your first few goes, you'll realise the fruitlessness of outright combat – it's too health-sapping to frequently engage the enemy on his terms. You have to look at the scenery around you as your friend and weapon; what would happen if you grappled up that tree? Could you plop

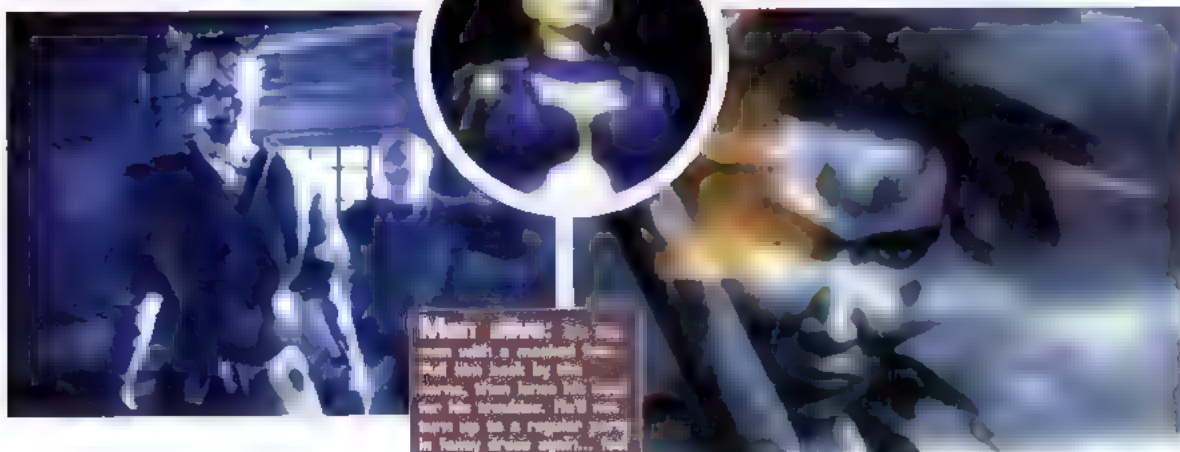




Score the crown. While lurking at the park, our ninja is attacked and a man falls out of the sky.

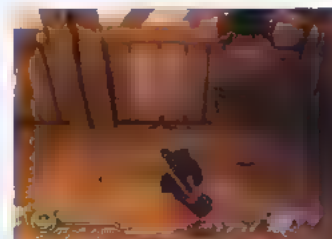


Man in the Moon: When you're a warrior, you don't just go by the name. You have to be the man in the moon. He'll turn up in a few days in every three again... you

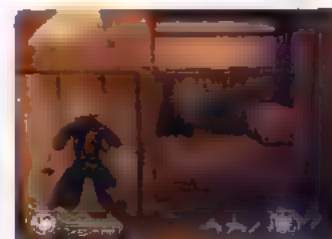


HOW TO...

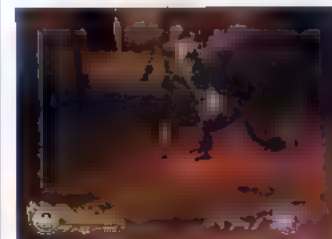
BE A SILENT ASSASSIN



Now this is where it's all about: using surprise as your weapon, rather than brute force. The trick is to use cover to get close to your foe, while remaining hidden.



Now shimmy up next to the nearest wall, and use the Look button (L2) to keep an eye on your opponent. Don't dart out until you're absolutely sure his back's turned.



Get it right, and you're treated to a fab cinematic sequence where Aikimaru shows off his swordsmanship, and dispatches his enemy with ruthless efficiency and style.

baddies and expect to come out unscathed

down behind the enemy as he passes below and do him in, real quiet like? You'll start to get a bit creative with your strategies, and every new terrain type, be it a forest, coastal town or mountainous climb, offers a fresh set of challenges.

The only let-down is that it's not so different from the original – there are no new moves to speak of just another load of stealth-based missions. We can't judge it too harshly on this count though – it's still absorbing, addictive fun and when a mission throws down the gauntlet by beating you, you've just got to get back in and have another go. Praise enough for our historically inaccurate ninja friends then – *Tenchu 2*'s a must for those who missed out first time and well worth a gander for those who didn't. ■

Al Bickham



IF YOU LIKE THIS THEN LOOK AT...

TENCHU

Not as smooth as the sequel, but fun all the same (PSX38 7/10)

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS

■ GAMEPLAY

■ LIFESPAN

Beefier and smoother than before 8

Cheekily challenging, but in a good way 7

Mission Editor adds stacks of re-play value 8

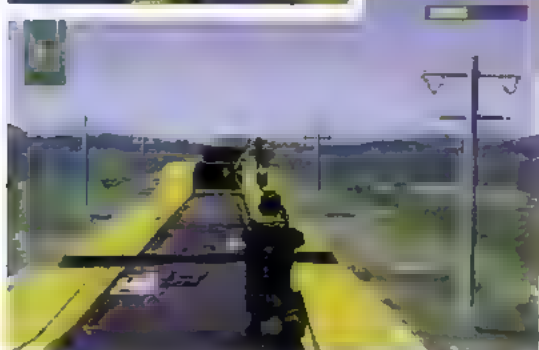
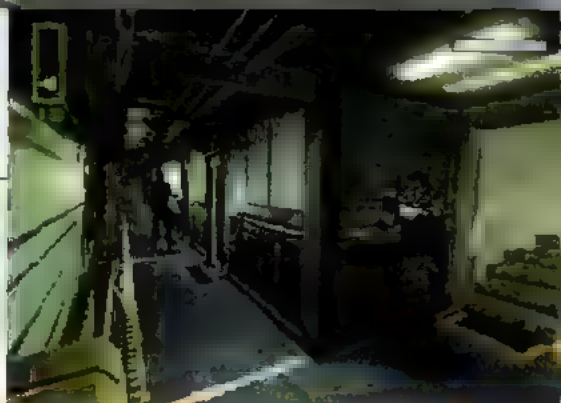
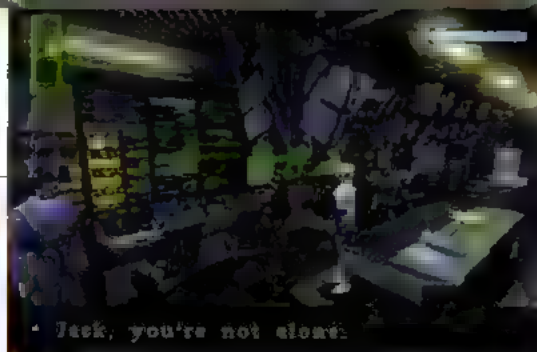
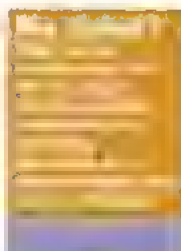
■ OVERALL

Tenchu 2 loses a point or two for being little more than a mission pack for the original, but it is still an absorbing title and the Mission Editor means you'll keep coming back for more

7

OUT OF 10

REVIEW



NO, NO, LET IT GO. SHOO, SHOO, CHOO-CHOO



Chase The Express

“Since when has Under Siege 2 been a rich source of inspiration?”

FACTFILE

■ PUBLISHER	SCEE
■ DEVELOPER	Sugar & Rockets
■ RELEASE DATE	September
■ AGE RESTRICTION	15 and over
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...

RESIDENT EVIL 3:
NEMESIS
(PSM55 10/10)
Simply brilliant, with some fiendish puzzles

OFFICIAL UK
PlayStation
Magazine
VERDICT

You may be tempted to keep playing *Chase The Express* just to see if it gets any better, but don't mistake optimism for enjoyment. The poorly-scripted colander of a plot involves a military train, a terrorist hijack and nuclear warheads, all explained through ugly FMV that's been taking lessons from the *Driver* school of Wooden Thespianism. And since when has *Under Siege 2* been a rich source of inspiration?

To say CTE borrows from *Resident Evil* would be an understatement. You'll recognise everything from the control system right down to the text font used in the inventory. They even rip off the empty-a bathtub-to-find-a-key event wholesale. All they forgot was the tension, the immersion and the gameplay. Quite simply, the combat is a disaster.

The manual aiming system places a target over your enemy, like *Syphon Filter*, with tiny arrows to indicate accuracy. But because of those *Resi* fixed camera angles, the game keeps your enemies off screen for 90% of the time. Your only option is to run around like a mad goose until you stumble across a camera angle that puts them in view and only then can you start fighting – assuming you haven't been shot to pieces already. Trying to sneak past patrols with bullet-saving stealth is similarly scuppered by suddenly losing sight of them. Then there's the joke that you have to crouch to shoot at dogs because they're quite short, and your bullets will fly straight over them if you're standing up.

If you've played *Resi* then you know how irksome those load times between rooms can be. So whose bright idea was

it to extend them with FMV messages, reminding you that the train is still in Germany, Frankfurt every few doors?

An overall problem with setting the game on a train is that it's forced to mix the small, repetitive environment by making you trek back and forth. Oh, the joy of fighting and dodging all the way to carriage four just to pick up something you need in carriage 15. Perhaps they thought it would be a relief for the game's two CDs to last just four to five hours each? That's all you get and it's even shorter unless you achieve one of the special endings.

Chase The Express is the game equivalent of a cheap, imitation diver's watch. It might look as flash as some famous brands, but watch those bubbles rise when you drop it in the sink. ■

Zy Nicholson

■ GRAPHICS	Dull textures, embarrassing FMV, and it's all very repetitive	5
■ GAMEPLAY	If the combat system doesn't play fair, why play at all?	3
■ L'ESPAN	Would you replay just for the different endings? Not likely	2

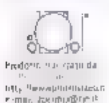
■ OVERALL
An entire catalogue of bad ideas scuppered this prospect at the concept stage, and there are many more faults than we've had space to mention here. It's a black armband day for game design.

4

OUT OF 10

ELITE UNIT

31 funky original collectable designs. Easy to peel adhesive kits to personalise your console.

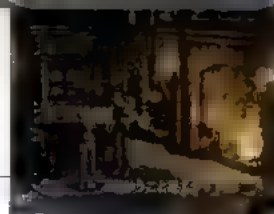


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Dark, atmospheric, and...
...a bit of a mess.



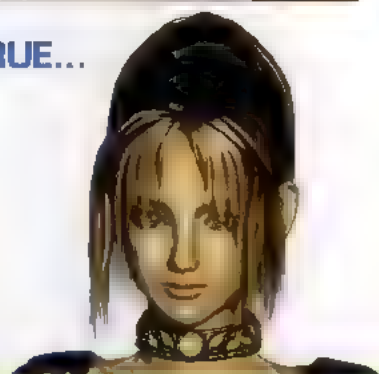
"The Warlock says..."



RESIDENT EVIL FOR RPG-LOVERS? IF IT SOUNDS TOO GOOD TO BE TRUE...



Koudelka



"You are plunged into a battle with the forces of evil"

FACTFILE

■ PUBLISHER	Infogrames
■ DEVELOPER	Secnoth
■ RELEASE DATE	Out now
■ AGE RESTRICTION	15 and over
■ NUMBER OF PLAYERS	One

Eave you ever been attacked by a possessed table and chairs? How about being slapped by a severed hand straight out of *The Addams Family*? Us neither, so at least *Koudelka* has something new to offer. In fact it's a brave attempt to do something very new indeed, combine *Resident Evil*'s looks with *Vandal Hearts*-ish RPG battling. Brave, yes, but not exactly successful.

Rather than the huge pre-rendered backdrops beloved of most RPGs, *Koudelka* uses the *Resi* trick of splitting up locations into rooms, or parts of rooms. Like *Resi*, the characters are 3D models made of polygons which you guide towards slightly brighter objects that turn out to be collectable items. Sadly, *Koudelka* doesn't adopt *Resi*'s familiar rotating control method, so it's

often painfully awkward getting from A to B, especially when the camera changes.

As soon as you learn how to walk you are plunged into battle with the forces of evil. A soon-to-be-refuting swirl transports you to a grid of paving slabs that bears precious little relation to your current location. Disappointingly there's no real scenery, no sense of upper and lower ground – it's just a grid with enemies on. Combat is RPG-by-numbers. You move, select a weapon or spell attack and then wait for your enemy's counter strike. A smidgen of strategy is involved as you place your toughest adventurer (Edward) close-in for stabbing, while softer *Koudelka* hangs back to use projectile weapons and cast spells. But because many of your enemies can attack through your pointman, your tactical options are limited. The real

problem is that because of this lack of fighting finesse the endless random battles soon become dreary, hang about too long and another bunch of low-level enemies appear to nibble your ankles and get unceremoniously pulped. *Koudelka* wants to claim *Silent Hills* Gothic horror crown, but these random encounters cripple any sense of ooooh, what's round the next corner?

While it's no *Final Fantasy* there is a degree of depth to *Koudelka*. Bonus points earned after scraps can boost your physical or magic skills, while survival is all about healing your wounds before they become critical and using the right weapon or spell. The bottom line is however, that this is a basic bug and item hunt with some RPG frosting that lacks the atmosphere to keep you paying.

Pete Wilton

IF YOU LIKE THIS THEN LOOK AT...
FINAL FANTASY VIII
(PSX51 10/10)
The most impressive instalment so far

OFFICIAL UK
PlayStation
Magazine
VERDICT

■ GRAPHICS	Passable, rather than pretty locations and dull battles	6
■ GAMEPLAY	Awkward exploration coupled with predictable random fights	4
■ L'ESPAN	Four discs of monotonous scrapping	6
■ OVERALL	Effectively two different games, a decent one and an RPG glued together. What I don't like apart, the marriage isn't solid enough to be plucked away from <i>Vandal Hearts II</i> or <i>Resi</i> .	

5
OUT OF 10

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REVIEW



Sunderland make a bid for Yeovil reject 'Big' Duncan Ferguson (right) in a game high on player statistics accuracy for European football. (Above right) Fiddle all you like to get that winning formation.



A TRULY INTERACTIVE 3D ENGINE, BUT HAS FM 2001 GOT THE DEPTH?



Football Manager 2001

The real strength of the game is the interactivity of the matches

FACTFILE

PUBLISHER	EA
DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	None
NUMBER OF PLAYERS	One

IF YOU LIKE THIS THEN LOOK AT...
LMA MANAGER
Without doubt, the best football management sim on the park

When it comes to footie sims Konami's *ISS Pro Evolution* knocks all of Electronic Arts' *FIFA* offerings into a cocked hat. But if there's one thing EA is good at it's making a footie title that actually looks like the beautiful game. That's a great knack if you're producing an interactive 3D match engine for a management game.

As you'd expect from EA all the grounds are recreated in incredible detail, the sponsors are authentic and you can even tweak your backroom staff. You can also build a footballing empire with facilities such as a new ground, training centre and hotel. Usefully, you can edit the player database to update your squad after real life transfers too.

The real strength of the game is the interactivity of the matches. Admittedly

it's fairly basic and you can only instruct individual players to do one thing at a time, but watching a game and making a change that actually bears fruit in 3D is hugely rewarding. The graphics are functionally low on polygons, but with the latest player celebrations, and the Sky Sports feel is generated with good, generic commentary by TV's Martin Tyler and Andy Gray.

The problems that do exist revolve around the lack of statistical depth – in particular the European aspect, as the foreign leagues are inactive so you can't manage even the biggest of clubs. The European sides and players appear to have been hurriedly inserted, as shown by the fact that Dutch striker Patrick Kluivert is a bit well, white. We even found that Zinedine Zidane and Kluivert were happy to a) sign for Newcastle and b) accept

wages of £5,000 and £3,500 per week respectively. In this Geordie's dreams.

Worse still even those with a woefully limited footballing knowledge would not have dropped the clangers in ascribing attributes to foreign stars that have been committed to CD here. So, for instance, anyone over six foot has great heading ability, even if they're a bit crap with their noggin, like Tore Andre Flo.

Despite the inadequate search facility where scouts don't find foreign players and you can't use a player filter this is a decent stab at a management sim. *Football Manager 2001* boasts up-to-date English fixtures and players and with additional complexity greater statistical accuracy and more straightforward menu screens it could have been a championship contender ■

Lee Hall

OFFICIAL UK
PlayStation
Magazine
VERDICT

GRAPHICS	Functional, with good detail, but confusing menu screens 7
GAMEPLAY	Mid-match tinkering has an effect, but where's the depth? 6
LIFESPAN	One for fans of the genre, but there's just English leagues 6

OVERALL
The strength of the interactive match engine is marred by a lack of depth and the European leagues are a bit ignored. Not the best management sim on PlayStation, but it does hint at the genre's future.

6

OUT OF 10



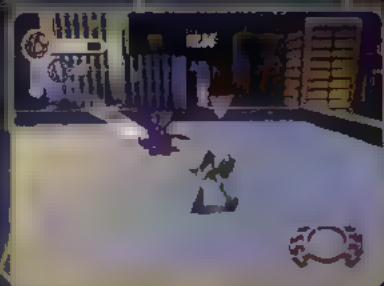
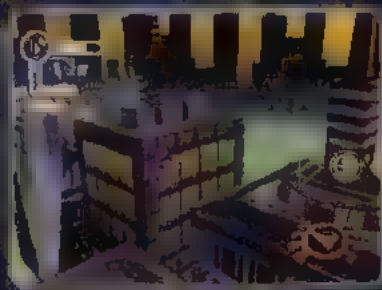
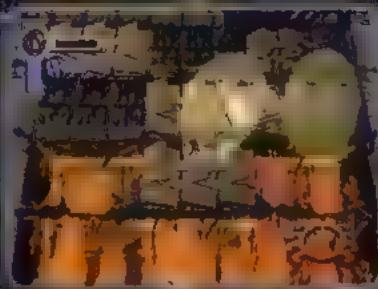
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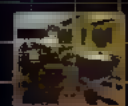
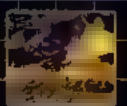
HOGS OF WAR

PlayStation

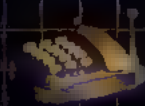
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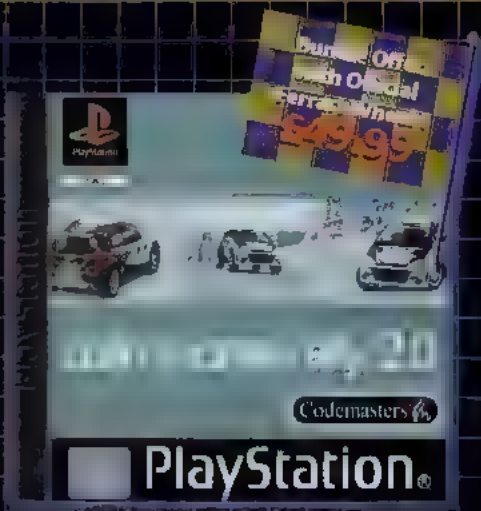
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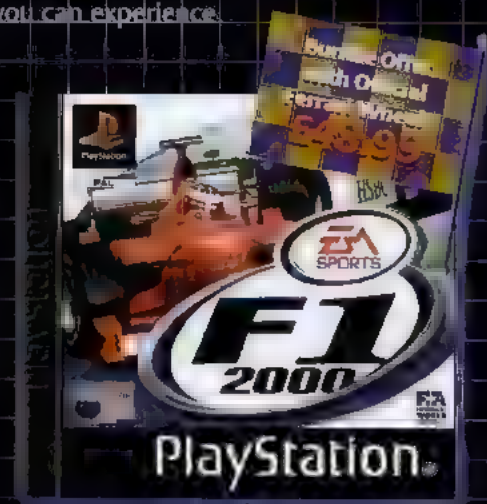
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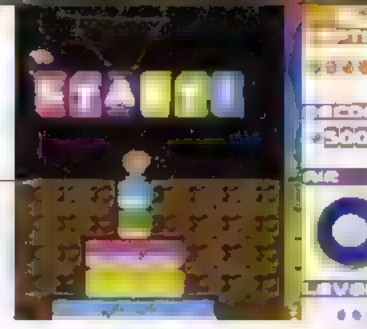
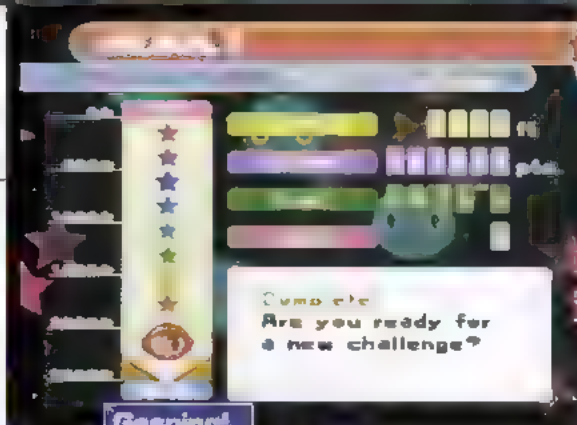
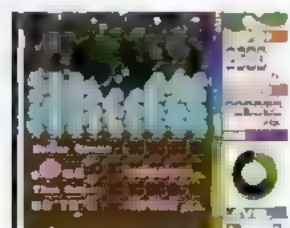
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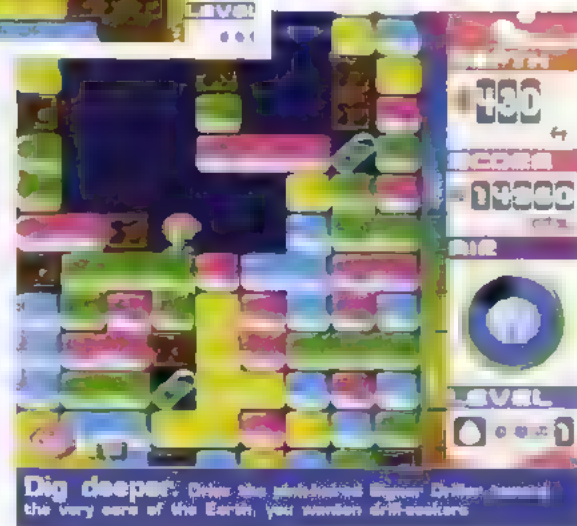


gameplay

THE GATEWAY TO GAMES



Gasping!
Brown 'X' blocks need to be drilled three times before they disappear and they release a nucleus gas that saps your air supply.



Dig deeper: Once the plot-thriller *Mr Driller* tunnels the very core of the Earth, you won't drill-erskers.

THERE ARE FALLING BLOCKS EVERYWHERE, BUT THIS IS NO *TETRIS* CLONE



Mr Driller

The only way to play this game is quickly. It's what makes it fun.

FACTFILE

■ PUBLISHER	SCEE
■ DEVELOPER	Namco
■ RELEASE DATE	September
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...

BUST-A-MOVE 3 (PSX31 9/10)
Old skool arcade puzzler and one of the best two-player games there is

Yes, it looks like a puzzle game, and it's even described on the case as a puzzle game, but *Mr Driller* is less like a *Bust-A-Move* or a *Tetris* and more like a trip back to an '80s arcade. Only without the badly dressed middle-aged man trying to pay for your goes and offering you 'lifts home'. So Namco's *Mr Driller* is something of a treat for old skool gamers everywhere – simple, fast and compulsive, without the lingering smell of *Slots O Fun*.

The goal of *Mr Driller* is to drill down as far as you can go as fast as you can. The blocks are different and there are a few basic rules and tactics that you need to pick up, the sort of things that will soon become second nature to you. For instance, if you hit one block of a colour all the other blocks of the same colour

attached to it will disappear too, and if you pick up little stopwatches in Time Attack Mode you get extra time on the clock. Rest assured it is very easy to get into and very easy to look up and realise you've just spent hours at it.

It's all played against the clock, as you only have a limited air supply underground and need to dig deeper to find more air bubbles to top you up. The only way to play this game is quickly. It's what makes it fun, but also what stops it from being a truly great game. What subtlety there is is somewhat lost in the rush downward and the rise in difficulty feels a little stilted as air bubbles are hidden behind ever greater numbers of the harder-to-drill 'X' blocks. *Mr Driller* starts fast, then gets faster, which is great and then – when just keeping ahead of the falling blocks is a major feat – it

throws in layouts that are at odds with the pace the game has established. True, this does replicate the *Mr Driller* coin-op, and it's by no means a disastrous fault, it's just that it doesn't feel quite right.

Two other modes put a new spin on the game. The aforementioned Time Attack is the best, offering puzzle-like levels that have to be cracked in a set limit, while Survival just asks you to keep digging as deep as you can. Surprisingly there's no Two-Player Mode, with points-chasing and record-setting the only option for competitive play.

Mr Driller offers fast, reaction-testing excitement and while it lacks that extra bit of refinement or that true spark of greatness that shouldn't get away from the fact that it's a very entertaining little arcade package. ■

Chris Buxton

OFFICIAL UK
PlayStation
Magazine

VERDICT

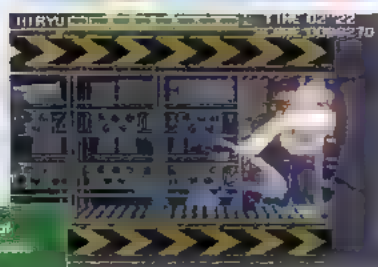
■ GRAPHICS	Colourful cuteness, but it's function over form 7
■ GAMEPLAY	Fast and fun arcade action with only a few niggles 8
■ LIFESPAN	No Two-Player Mode leaves you chasing points 7

OVERALL

Mr Driller is a great arcade game of the old skool that, with a few tweaks here and there, could have reached classic status. No Two-Player Mode, but still has plenty to offer the gameplay junkie.

8

10



HAVE SWORD, WILL TRAVEL. WORDS TO LIVE BY... BUT NOT FOR LONG



Strider 2

All pad-hammering and power-ups, which is top fun for a while

FACTFILE

- PUBLISHER
- DEVELOPER
- RELEASE DATE
- AGE RESTRICTION
- NUMBER OF PLAYERS

Virgin
Capcom
September
None
One

When *Strider 2* scuttled into the office (up the wall and through the broom-cupboard window, strangely) something funny happened. A couple of the team caught wind of its appearance, and proceeded to hoot like gibbons, bang their fists on their desks and snatch for the disc, eager to fulfil their sword-slashing fantasies.

The reason for this sudden lapse in humanity was the original *Strider*, which celebrated its tenth birthday last year. It appeared in coin-op cabinets, on the Mega Drive, Spectrum and Commodore 64, and was cracking fun. You got to play a sword-wielding secret agent as he gracefully sliced his way into enemy bases, racked up quadruple-figure body counts, and ate bosses for breakfast, dinner and tea. Aah, halcyon days. And

they're here again, because you get *Strider* on a second disc in the box. Huzzah!

The sequel may have been a long time coming, but it conjures up the spirit of the original, in fine style. As *Strider*, it's your job to do pretty much what you did in the first game - kill everything that moves, conquer bosses, and get to the next level. It's pretty mindless stuff but all the more refreshing for it, and it's got that classic Jap side-scrolling shooter vibe.

The graphics are a curious mix of old and new, as the scenery that scrolls past is polygonal, and pleasantly three-dimensional, but the characters are all sprites. It works surprisingly well, however, as the paths you take lead you in and out of the screen. This playing-with-depth effect can make for some impressive perspective changes, and the spritey characters all have a nice anime feel to

them. As for the bosses, some of them are gargantuan, pant-fluffing things, that occupy the entire screen and spit hot plasma death from every orifice. Yikes.

It's a good crack and no mistake - a pad-hammering and power-ups, which is top fun for a while. But *Strider 2*'s most serious failing is that it's just too damned short for a full-price title. Admittedly it's pretty tricky on anything but the easy levels, but if you do take the simple option, you'll have ticked in under an hour. There's little incentive to come back for more either - you can play it through again with another character but the game itself is no different, and however good *Strider* may have been in its heyday, it's dated and simplistic by today's standards. If you're looking for long-term value-for-money look elsewhere. ■

Al Bickham

OFFICIAL UK
PlayStation
Magazine

- GRAPHICS
- GAMEPLAY
- LIFESPAN

A neat mix of 2D and 3D 7

Enjoyable old skool ultra-violence 7

Here's the real fun-killer - it's over in a jiffy 3

OVERALL

Take your brain out and pop it in the fridge. You won't be needing it for *Strider 2* - and that's no bad thing. Good while it lasts, but it just doesn't last for long enough.

6

OUT OF 10

REVIEW

THE ONLY WHITE FOAM WILL BE FROM YOUR MOUTH



Wild Rapids

FACTFILE

■ PUBLISHER	Eon
■ DEVELOPER	Fujimic
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

So, kayaks then. Typically the reserve of venture scouts, now, for the first time ever, the subject of a PlayStation game. You wouldn't expect a game featuring kayaks to be a stealth 'em up along the lines of *Metal Gear Solid*, and *Wild Rapids* so isn't.

What it is is a downhill, white water racing game, in which the rules go out of the window, and it's perfectly acceptable to send your opponents into an unexpected eskimo roll. If that sounds exciting, we apologise *Wild Rapids* is anything but exciting. In fact, its physics model is clearly based on the expert

advice of someone who has never so much as seen a paddle. Also featuring the single most unconvincing water effect ever (it's basically a blue road, with the occasional splash, and the odd rock cutting out), ill-judged obstacles (icebergs, lava and alligators), and next-to-no options, not even the Two-Player Mode can rescue this from being a wholly wrong game. It's little surprise that it has been developed by some of the team responsible for the equally messed-up *Cool Boarders*. Oh, Lord, spare us from further of their extreme-ly bad sports. ■

Paul Rose



OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Well, they got the downhill aspect about right. 3
■ GAMEPLAY	As kayak-like as going to the toilet. 2
■ LIFESPAN	A reasonable complement of courses. 3

■ **OVERALL**
Definitely a case of sink rather than swim. The idea appeals and with a bit more thought it would work but it's far too chunky, uncontrollable inflexible and frankly dull to keep its head above water.

3

OUT OF 10

WARNING: TOY BOY-RACERS ARE BETTER OFF WITH SCALECTRIX



RC De Go

FACTFILE

■ PUBLISHER	Acclaim
■ DEVELOPER	Taito
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One

We love Taito, the company that gave us head-in-a-vice puzzler *Bust-A-Move* and new boy *Landmaker*. Which is why *RC De Go* is as unexpected as Eminem at a quilt-making convention. Not only is it a Taito racing game, but it's also that rare article – a bad Taito game.

The idea is sensible enough. Take tweakable radio-controlled vehicles (on and off-road) and pit them against each other on model tracks. Sort of GT crossed with *Re-Volt* then? If only. Sadly before the cars are even plonked on the starting grid Taito seems to have got its control frequencies mixed up. The action

is viewed from the oddest of perspectives, a moving camera that twists and turns (it starts by looking diagonally down on your car from the front of the grid). The car sick sensation this creates is magnified by steering from the car's point of view and palm-venting collisions that occur mainly because you can't see how close you are to the kerb.

There is depth with 35 parts to bolt on to your machine, but the frustration level is so high (you'll keep running out of time and never finish) that it's unlikely you'll bother to squeeze your head under the tiny bonnet. ■

Pete Wilton



OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Colourful with reasonable detail but hardly stunning. 3
■ GAMEPLAY	The barney camera plus brutal handling just annoys. 4
■ LIFESPAN	Plenty to do that you won't, because it's too frustrating. 4

■ **OVERALL**
Even with proper competition *RC De Go* was only ever going to be a novelty, but with so many better fun racers about, there's no compelling reason to waste your cash on this.

4

OUT OF 10

Videogaming has changed.



Night Driver, Atari Games, 1976



OutRun, Sega, 1986



Ridge Racer, Namco, 1994



Ferrari F355 Challenge, Sega, 2000

So has its bible.

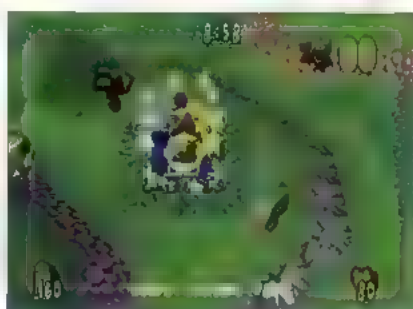
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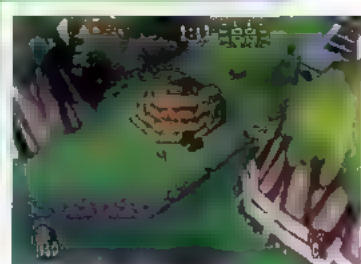
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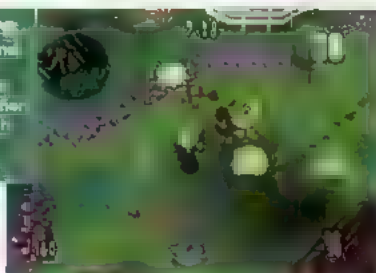


Team 18
The little
letter word. These little
folks should watch their
reputations and not a hair
of them. What would
their mothers say?



Block busters

Build-up squares and
knock 'em down!
Again in your quest
for bigger and better
weapons, look when
to obliterate your
tiny little buddies.



EVERYBODY NEEDS BUDDIES. EVEN ONES THAT SWEAR AS MUCH AS THESE GUYS...



Team Buddies

“Every mission requires you to play in a slightly different way”

FACTFILE

■ PUBLISHER	SCEE
■ DEVELOPER	Pygnosis
■ RELEASE DATE	September
■ AGE RESTRICTION	15 and over
■ NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...

SYNDICATE WARS (PSW21 9/10)
Superb strategic bloater. Don't point the
town red - blow it up!

We've seen surprising games. We've seen amazing games. We've even seen shocking games. But never have we seen (or rather heard) anything quite as crass as *Team Buddies*.

It's the queerest thing... every time one of your little buddies gets shot at, or falls off a cliff edge, or punches someone else in the face he'll utter a little stream of offensiveness. Don't get us wrong, we're not going off on a puritanical one here. But the level of swearing in *Team Buddies* is simply outrageous. It adds bog-ai, to the game, it's not done creatively and it isn't funny. So what's the point?

OK, rant over. Despite the coarse language, it's actually pretty good fun. It's a curious mix of strategy and action, and really is like nothing else we've seen. You're in charge of a number of Team

Buddies. Little dustbin-shaped dudes whose sole purpose in life is to blow up enemy buddies. The weapons you use to do the job don't just grow on trees though - you have to construct them yourself. On each level, there are drop-points, where supply crates parachute in. You need to take these back to your base, and combine them to make bigger and more powerful weapons. At the basic level, which takes a crate or two, you can build shotguns, grenades and new buddies. In later campaigns, you have access to things like tanks and enormous cannon-toting war-walkers.

It's an unusual but great little system, and it's here that the strategy element comes in. Every mission requires you to play in a slightly different way, and it's what you build that determines whether you win or fail. Some missions, for

example, are timed and require speed and quick-thinking, so you won't want to waste time building up huge stacks of crates just to get one tank. You may want to simply knock up a couple of extra buddies and a couple of shotguns for them to carry. It's this flexibility that can make the game such a joy to play.

In fact, the only other flaw the game has is that it can be devilishly hard. But in the end, it's just a case of working out how each mission is done - you might have to attempt half a dozen times before you crack it but crack it you will. A great little game then, which would've scored more if it weren't for the bunkered decision to include so much swearing. As it stands, all the swearing does is stop the new wave of young gamers from playing an excellent game. And that's a shame. ■

Al Bickham

OFFICIAL UK
PlayStation
Magazine
VERDICT

■ GRAPHICS	Smashingly 3D, and some cute design	■ OVERALL	A tricky, engrossing game with plenty of originality. If you can handle the occasionally ludicrous difficulty levels and the repetitive swearing, then you'll find a lot to smile about in <i>Team Buddies</i> .
■ GAMEPLAY	Occasionally tough, but absorbing, intelligent fun		
■ LIFESPAN	It's a tricky beggar, so you'll be at it a while		

7

OUT OF 10

ARTIFICIAL INTELLIGENCE DISCOVERS *THE ORIGIN OF SPECIES*...



Evo's Space Adventures

FACTFILE

■ PUBLISHER	Take 2
■ DEVELOPER	Runecraft
■ RELEASE DATE	Out now
■ AGE RESTRICTION	Three and over
■ NUMBER OF PLAYERS	One

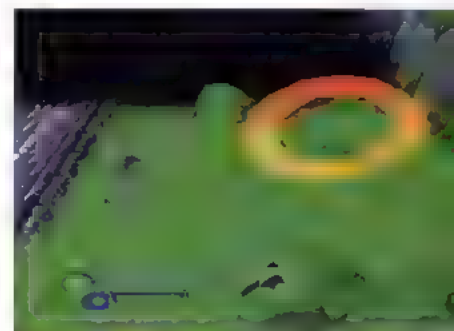
E Charles Darwin insisted that evolution depends on the survival of the fittest. Not the strongest, but those best suited to their ecological niche. Dogs, for instance, are masters of pointless barking, while mice have adapted to a lifestyle of scaring elephants and running away. *Evo* takes these beastly quirks and uses them as the basis for a highly original platformer.

As *Evo* – a computer chip able to possess the bodies of different creatures – your task is to use each animal's abilities to solve puzzles. So barking dogs can be used to round up sheep, while

speedy mice can race from switch to switch. The clever bit is that evolution has been given a helping hand, so that sheep sprout springs for higher leaping while tortoises develop howitzers to surprise would-be predators. Part of *Evo's* charm is that you're left to find out for yourself which animal to use where.

Evo's fine ideals, however, are undermined by awful views and a positively turgid pace. Without the ability to look where you like, the action soon becomes claustrophobic – just getting from A to B can be painfully slow. This is one for patient platform fans only ■

Pete Wilton



You are a computer chip which has taken over the bodies of a zany selection of bizarrely-evolved animals in space.

OFFICIAL UK PlayStation Magazine VERDICT

■ GRAPHICS	Scenic enough, but spoilt by an infuriating camera 5
■ GAMEPLAY	ingenious, but often too slow and frustrating 6
■ LIFESPAN	If you get hooked, there's a good deal to do 6

■ **OVERALL**
It's a shame that such a great idea is straitjacketed by a very average 3D platformer. If *Evo's* cleverness had been given the *Spyro* or *Ape Escape* treatment, this could have been top of the food chain.

6

OUT OF 10

THE RE-TURN OF *RE-VOLT* IS NO RE-VELATION



RC Revenge

FACTFILE

■ PUBLISHER	Acclaim
■ DEVELOPER	In-house
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

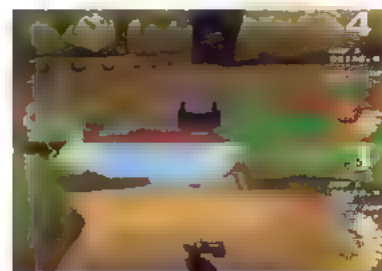
E Radio-controlled car racing game. Sound familiar? Well that's because *RC Revenge* is the sequel to *Re-Volt*, but has tried to avoid being connected to that underachiever (*PSM57 5/10*) with a quick name change.

Re-Volt was like your drunken uncle at Christmas, falling between two stools. While the R/C cars, trucks and familiar environments were pretty knockabout, there was a racing sim element that seemed a bit out of place. This time Acclaim has opted to go toe-to-toe with fun racers like *Crash Team Racing*. And for the most part it puts up a fairly good

fight. The cars, trucks and boats (a nice touch this) are fairly easy to control and bounce around like real radio-controlled vehicles. This can be great fun, especially once you've opened up the 20 courses and more advanced vehicles. Acclaim has also added a Course Editor, letting you create your own tracks to race around.

Unfortunately, the pop-up remains a problem and the game is still too easy. But the main hurdle is the Multiplayer Mode – it's foggy, confusing, lacking thrills and a pale imitation of its competitors. Pick it out the bargain buckets. It's worth that at least ■

Richard Keith



Race toward the inevitable fog and confusing corners in the split-screen Multiplayer Mode (above).



OFFICIAL UK PlayStation Magazine VERDICT

■ GRAPHICS	Mostly average, but with some clever courses 6
■ GAMEPLAY	Fun, but the Multiplayer Mode is awful 5
■ LIFESPAN	Pretty easy but the Course Editor stretches it out a bit 4

■ **OVERALL**
Quite a few knockabout thrills in the single-player game, with some clever courses. But it's let down by its Multiplayer Mode. Sadly, *RC Revenge* eats the dirt of most other racers.

5

OUT OF 10

THE ONLY **OFFICIAL** TIPS MAGAZINE

OFFICIAL UK

PlayStation *Tips*

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EVERY MOVE INSIDE!

WWE
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COLIN MCRAE 2.0
DINO CRISIS
SILENT HILL
TONY HAWK'S
SKATEBOARDING
SYPHON FILTER 2
MEDAL OF HONOR

ON SALE 26TH SEPTEMBER

IN WHICH BADLY DRAWN PEOPLE FALL OFF BADLY DRAWN VEHICLES



ATV Quad Power Racing

FACTFILE

■ PUBLISHER	Acclaim
■ DEVELOPER	Climax
■ RELEASE DATE	September
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

Quadbiking – it's just motocross with four wheels isn't it? Well, no. For starters, you can take a quadbike over terrains like ice and sand-dunes without it falling over at the first sniff of a corner. Secondly, there are less quad titles than motorcycle games, if that's possible.

And if *ATV Quad Power Racing* is anything to go by, that's not such a bad thing. The game is riddled with problems, big and small. The most glaring is that, when there are other vehicles on the screen the processor seems to pack its bags and bugger off. The slow-down is absolutely fearsome, and leaves 75mph

feeling more like 15.

The graphics are no better. There are patches of the tracks where you can see other bikes through the hilly terrain which, aside from being distracting, is just plain crap. The track design falls into a similar category, as there are points where sharp corners are completely hidden by vegetation.

It's a shame it's so naff, as quadbiking games have a lot of potential. As it stands, *Quad Power Racing* is a very troubled game. The only racing you'll be doing is back down to the shop where you bought it, receipt in hand ■

Al Bickham



OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Not much effort in this department	4
■ GAMEPLAY	...and even less here	3
■ LIFESPAN	How long is a very short piece of string?	2

■ OVERALL
Never has the need to keep a shop receipt been so apparent. *ATV Quad Power Racing* is an undiminished brat of a game with few graphical niceties and dull, frustrating gameplay. Avoid

3

OUT OF 10

TRAFFIC RULES? WHAT ARE THEY?



Street Scooters

FACTFILE

■ PUBLISHER	Eon
■ DEVELOPER	TYO
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to two

Since the preserve of the Mod movement, now more often associated with Continental handbag-snatchers, the motor scooter has assured itself a place in popular culture. It's a miracle it's taken this long to squeeze a game out of it. "Great run today, GO, GO with Wheelies and jack-knifing," insists the manual, and who are we to refuse?

A race across a series of everyday, shortcut stuffed locales, *Street Scooters* also throws in a bit of *Road Rash* style combat. Your biker – chosen from several 'crazy characters' – can scoop objects from the ground and lob them

at other racers. Failing that, a quick kick can send them into a wall.

Believe it or not, there are the makings of a brilliant game here. The tracks have been superbly designed, with indoor and outdoor elements, stairs, water and gates to crash through. There are plenty of options, a Training Mode and a bonus game where you have to catch a cat. Unfortunately, while this is all commendable, *Street Scooters* feels unfinished. The graphics are scrappy, the levels sometimes bewilderingly non-linear and the combat doesn't really work. And that's a real shame ■

Paul Rose



OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Loads of detail, but a bit on the chunky side	5
■ GAMEPLAY	Tons of it, it's just quite flawed	5
■ LIFESPAN	Something you'll possibly return to	6

■ OVERALL
The go-anywhere style and great track design deserve to be in a decent title but *Street Scooters* scrappy graphics and unfinished feel means it only gets halfway there. A pity

6

OUT OF 10

POCKET SERIES

SOON TO APPEAR AT A SUPERMARKET CHECK-OUT NEAR YOU IS *THE POCKET SERIES* FROM MIDAS. BE WARNED, GRANNY'S GOING TO BUY THE LITTLE 'UNS ONE OF THESE NICE NEW COMPUTER GAMES AND TEARS WILL BE SPILLED ACROSS THE LAND

King Of Bowling 2



PUBLISHER
Midas
£7.99

Judging by the fully digitised character selections, bowling is clearly very big in Japan, and if you're the absolute biggest ten-pin nerd in the Western world, this translation might almost make it.

Select a man or lady bowler, choose your game style and, well, bow. It all trundles along competently enough (foot position, direction, release power bar) but the computer



Tekken Tag's bowling has more going for it than this steaming pile

bowlers are all 98% strike-jockeys, so you'll soon seek refuge in the two-player option. **AL**



OVERALL

Rough round the edges with impossible A, and mushy graphics. Bowling's about fun with friends in a social environment. If you're on your lonesome this is playable enough. In an emergency

4

OUT OF 10

Sports Superbike



PUBLISHER
Midas
£7.99

With the likes of *Speed Freaks* out for just £9.99, budget racers have to do a bit more than stick a gangly man on a flickering motorbike and hurl him round a series of near-identical, jerky courses.

Which is all *Sports*

Superbike is. The graphics are so dim and indistinct they render the bends practically impossible to anticipate – which, if you're just up for a short-lived laugh, does



Lean into corners, don't sweep along the straights. Play it's no fun at all

result in many, many hilariously bad crash animations. *Sports Falling-Off-Superbikes*, then. **AL**



OVERALL

No evidence of sport, far from super but there is a bike in it. Just as well otherwise there'd be trouble from the Advertising Standards Authority. As a videogame this is fascinatingly poor

2

OUT OF 10

Sanvein

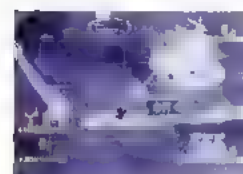


PUBLISHER
Midas
£7.99

Aflailing blaster designed by added Tokyo techno-heads. The Sanvein in question is a sort of spaceship which spins and thrusts, *Asteroids*-style, around a screen swamped by other spaceships which shoot stuff that you, more or less randomly, either collide with or avoid.

Occasionally, there is a boss

spaceship which spits bigger bullets and is more resilient. With a more measured difficulty curve, it could have been a simplistic shoot 'em up contender. As it is, pretty mindless. **AL**



OVERALL

Mystifying and migraine-inducing. For a truly class-biast, try *Robotron*

3

OUT OF 10

Star Sweep



PUBLISHER
Midas
£7.99

The idea is to rotate and place a bunch of multicoloured bars with stars on the end into an advancing grid of multicoloured bars with stars on the end.

Matching the colours and the stars cuts the network back temporarily, and you score big for knocking out multiple bars in one

stroke. Surprisingly addictive, with plenty of game modes (including Multiplayer) and some inventive min-challenges. Engrossing, immediate and fun. **AL**



OVERALL

An extra psychedelic *Tetris* at an insultingly ignominious price. Get it

7

OUT OF 10

Ski Air Mix Downhill Racing



PUBLISHER
Midas
£7.99

Deeply dreadful ski-sim with a suspiciously similar engine to *Sports Superbike* – only a bit more slanty.

Here's the game: select a skier (all of whom seem to be suffering from some kind of palsy), lean left and right to stay on the bright white bits of snow, get panic attack at

realisation that you're wasting your life. Again, with games like *Cool Boarders* and *Tony Hawk* around there's no excuse for pushing this kind of pap – whatever the price. **AL**



OVERALL

For skiers, an insult to the sport. For gamers – an insult to the PlayStation

1

OUT OF 10

A NOT-SO ILLUSTRIOUS ENDORSEMENT



Chris Kamara's Street Soccer

FACTFILE

■ PUBLISHER	Midas
■ DEVELOPER	Code Monkeys
■ RELEASE DATE	Out now
■ PRICE	£7.99
■ NUMBER OF PLAYERS	One to two

Kamara is a former Leeds journeyman and Bradford manager turned *Sky Soccer Saturday* commentator and, presumably, was perfectly happy to pocket a few yen for having his fizzog slapped on the cover of this Japanese-developed football game. Abysmal graphics, no atmosphere, a few muffled yelps of encouragement/commentary from Chris ("Top save!", "What the heck?"), and yet... given the £7.99 price tag, a bit of a mini-gem.

It's an entirely unsophisticated five-a-side sim featuring a bunch of flabby Sunday league types hoofing the ball

around typically odd locations (Easter Island, The Colosseum). The gameplay is immediate and pacey, with the fenced-in arenas limiting throw-ins and corners, and only five play actions (pass, shoot, head, quick dribble, tackle). There's a Power Shot variant on heading and shooting which results in a goal around 90% of the time. And that's it. Scorelines of 18-10, non-stop action.

Occasionally clunky and rough, but everything does what you tell it to and, with the now-tiresome FIFA tendency to lazily update a formula each season, this is a perfectly playable alternative. ■

Andy Lowe



Kamara claims it. The kung-fu players look like a squad of zombies. Makes you want to go have a look about in the local park. Almost.

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Terrible: ultra low-res backdrops and amusingly stumpy players	2
■ GAMEPLAY	Win the ball, pass it, shoot, score: little more	6
■ LIFESPAN	You'll go back to ISS pretty soon, but this is the low-rent version	4

■ **OVERALL**
The perfect impulse buy. Low on production values, high on pure gameplay. Worth at least a third of the £7.99 just to hear Mr Kamara's attempt at "Wunderbar" when a German team scores.

6

OUT OF 10

CUTESY SERIES OF KIDDIE-CALMERS



Goldie Dalmatians, Lion And The King, Nice Cats

FACTFILE

■ PUBLISHER	Midas
■ DEVELOPER	Code Monkey
■ RELEASE DATE	Out now
■ PRICE	£7.99
■ NUMBER OF PLAYERS	One

Yes, it is called *Nice Cats*. A bit like *Aristocats*. *Goldie*? A bit like *Bambi*. *Dalmatians*... as in *101*. *Lion And The King*? Now let me see...

Clearly knocked up by bored Disney wannabes, they're all pretty much interchangeable. There's a sliding puzzle game with a choice of four-by-four, eight-by-eight or 16-by-16 difficulty (all of which will bore kids to fu... on foot-stomping tantrums through the clever use of a far-too-slow mouse-pointer), and a colouring game with a monochrome outline of a bizarre scene (a dog by a lake with a scrap-yard in the background) which, through use of a far-too-slow

mouse-pointer and a palette of primary colours, you have to colour in. Slowly... less, erm,

interactively, each title has its own mini-movie featuring the fant... familiar cats/jungle animals/woodland creatures having a bit of a two-frame animated adventure, narrated by a creepy man with a 40-a-day voice.

It's an act of obscene cynicism to spit all of this into four separate discs and, if you do have kids, two or three quid on a plastic sliding puzzle and a colouring book would be pennies better spent. ■

Andy Lowe



Sub-Disney cartoon. Think Walt's legal eagles are probably sharpening the knives right now. Buy them while you can: the second disc is out.

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Kitten and puppy scenarios, as fashioned by reformed serial killers	1
■ GAMEPLAY	Colour in pictures. Slide the puzzle-bits into place. Very, very bad	1
■ LIFESPAN	Tiny, inquiring minds will be driven to the brink of madness	1

■ **OVERALL**
Painfully unoriginal (Disney's lawyers should take a sniff) and, for such a simple format, hopelessly inept. Coming soon: *The Flying Elephant* and *Big-Nosed Wood Men*.

1

OUT OF 10

REPLAY VALUE

WALLET-FRIENDLY PRICES FOR SOME OF YESTERDAY'S VERY FINEST GAMES (AND SOME NOT SO FINE ONES). WHO SAID LIVING IN BRITAIN WAS A RIP-OFF?

PLATINUM GAMES ALL-TIME CLASSICS THAT SHIFTED AT LEAST 400,000 COPIES IN NINE MONTHS IN EUROPE

Medal Of Honour



Nazis, guns, U-boats – rather than just pushing your buttons this first-person shooter stamps over them with hobnailed boots.

While visually MOH is a thing of beauty, its crafted levels and sack of weapons ensure there's someone to shoot around every corner and something tasty to shoot with. The big surprise is the compelling storyline and intelligent missions that force you to out-smart as well as out-blast the enemy. **PW**

PUBLISHER
EA
£19.99



PlayStation Magazine
VERDICT
IN PSM54 9/10

TODAY'S SCORE
One of the best Platinum buys you can make. Gun down Adolf this instant.

10
OUT OF 10

Tomorrow Never Dies



A great licence, lots of gadgets, pretty girls and a power-mad villain – so what went wrong? 007's first appearance is in one of the PlayStation's worst action games.

Shocking controls and dodgy graphics are mainly to blame, not forgetting Bond's strange attraction for the glitchy scenery that he gets stuck behind at every opportunity. Add in unimaginative level design and unsatisfying gunplay and what you get is George Lazenby with a hernia. **PW**

PUBLISHER
EA
£19.99



PlayStation Magazine
VERDICT
IN PSM54 5/10

TODAY'S SCORE
007 would never have escaped Dr No's island if he took these spy tips.

4
OUT OF 10

Gran Turismo 2



You'd have to have been living on planet Zanussi for the last couple of years not to have heard of GT2. What Gran Turismo did with its eyes closed, GT2 improves upon in almost every way.

Loads of cars, loads of tracks, stunning graphics, simply incredible handling... GT2's the best racing game on the PlayStation, or any other console for that matter. What do you mean you haven't got a copy? Buy it now. **AB**

PUBLISHER
SCE
£19.99



PlayStation Magazine
VERDICT
IN PSM55 10/10

TODAY'S SCORE
Whether you like an arcade knock about or a full sim, GT2's just the ticket. Stunning.

10
OUT OF 10

BUDGET PRICE RE-RELEASES YE OLDE GAMES DUSTED DOWN AND SOLD OFF ON THE CHEAP – BARGAIN!

The Fifth Element

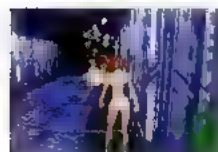


This is a dodgy Tomb Raider impersonator with a tie-in to a film that's best forgotten.

The redeeming quality of the celluloid version was the beautiful cinematic style with which it was presented. Sadly the game of Luc Besson's futuristic visual tour de force is devoid of even that. You play two characters – Lee-Lo and Korben – and

must achieve plenty difficult feats, made near impossible by dodgy camera angles. The control and targeting systems only make matters worse. **LH**

PUBLISHER
SCEE
£9.99



PlayStation Magazine
VERDICT
IN PSM38 4/10

TODAY'S SCORE
Unfortunately it's as bad as it ever was, but cheaper. Keep your pennies.

4
OUT OF 10

UEFA Striker



As yet, no title perfectly captures the spirit of our national game (hence no 10/10 footie sims) but UEFA Striker makes a decent stab at getting the ball in the net.

UEFA plays a fast and free-flowing game where crosses ping in, through-balls rocket forward and every striker is up for bicycle kicks and diving headers. Sadly, it is spoiled by its attacking bias: it's a nightmare when you haven't got the ball. Flash, yes, but not the total football you really want. **PW**

PUBLISHER
Infogrames
£9.99



PlayStation Magazine
VERDICT
IN PSM52 8/10

TODAY'S SCORE
Good but never in danger of being great. Let down by defensive failings.

7
OUT OF 10

Le Mans 24 Hours



Yes you can drive in a 1440-minute race if you so wish in this sim based on the classic French test of endurance and reliability.

If you spend hours poring over the technical specs in Gran Turismo then this is possibly the racer for you. Not that pretty to look at, its homely exterior hides a wealth of cars gaggling for a tune-up. There are six circuits plus the famous Le Mans circuit to race on. To win you need to get your set-up just right. **PW**

PUBLISHER
Infogrames
£9.99



PlayStation Magazine
VERDICT
IN PSM54 7/10

TODAY'S SCORE
Quick race fans should stay away but petro-heads will relish the challenge.

7
OUT OF 10

PLATINUM GAMES

Tarzan



PUBLISHER
SCEE
£19.99

P isney's take on the world's most famous pant-wearing chimp-boy is quite a jolly yarn.

It's basically a 3D platformer, but don't let that put you off – it's a highly polished game, and fun to boot. There's more to it than climbing trees and swinging on vines

though, as there's a whole stack of secret stuff for you to uncover, which adds chock loads of adventure. It's not perfect, but it's certainly not bad. **AB**



ORIGINAL PlayStation Magazine
VERDICT
IN PSM51 7/10

TODAY'S SCORE
A 3D world with 2D gameplay interesting unusual and not too bad Kids love it

7

OUT OF 10

Cool Boarders 3



PUBLISHER
SCEE
£19.99

T he best of the Cool Boarders series so far. A lovely blend of freestyle, downhill racing and damaged knees.

An initially stumpy but actually very subtle control system lets you flip, spin and grab air to your hearts content. If you've got an analogue

pad and at least a smattering of patience (which you'll need to learn some of the more complex, high-scoring stunts) you'll get a lot out of Cool Boarders 3. **AB**



ORIGINAL PlayStation Magazine
VERDICT
IN PSM40 8/10

TODAY'S SCORE
The Cool Boarders games have a long way to go to beat Tony but still good

7

OUT OF 10

The X-Files



PUBLISHER
SCEE
£19.99

T here's Mulder and Scully in it, there are some funny gongs-on with aliens and stuff, and that shady fag-smoking duffer seems to be behind it all.

Yup, this is definitely X-Files through and through, but it's a video-driven interactive movie, and a particularly poor one at that

Thoughtless puzzles, arbitrary shoot-outs and a couple of cameo appearances by the stars of the show cannot save it from being tedious, slow-loading trash. **PW**



ORIGINAL PlayStation Magazine
VERDICT
IN PSM50 3/10

TODAY'S SCORE
X-Files is not so much a game as a series of video clips stapled together

2

OUT OF 10

BUDGET PRICE RE-RELEASES

Oddworld Abe's Oddysee



PUBLISHER
Infogrames
£9.99

W hen it was released Abe's Oddysee proved that 2D platformers weren't ready for the scrapheap quite yet and three years later it's still a reminder that thoughtful games age gracefully.

Get your head around its flatness and you'll be sucked into Abe's strange alien-eat-a-en world where machines must be activated, guards possessed and fellow Mudokons saved. While the action is sometimes frustrating the

characters and puzzles always keep you plugging away. Superseded by the likes of Spyro 2 and Medievil 2, Oddysee is still a top-drawer platformer. Go and buy. **PW**



ORIGINAL PlayStation Magazine
VERDICT
IN PSM20 8/10

TODAY'S SCORE
Take a holiday from 3D reality to visit this Odd destination. A tanner? Bargain!

8

OUT OF 10

Doom

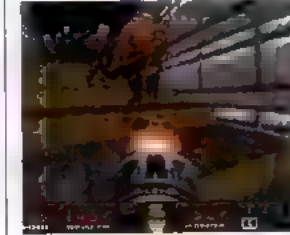


PUBLISHER
Infogrames
£9.99

E ffore Resi gave us the chance to blast zombies back to Hell everyone was force-feeding demons lead in Doom, the first first-person shooter to appear on PS.

Despite being older and creakier than granny's corset there's still something bewitching about its spooky corridors and growling, badly animated enemies. Its cunning level design and blood-curdling sound could teach many modern games a

thing or two. However with more accomplished shooters going cheap as well buying Doom seems more like surrendering to nostalgia than making an informed purchase. Oh, go on then. **PW**



ORIGINAL PlayStation Magazine
VERDICT
IN PSM2 9/10

TODAY'S SCORE
A classic but not a timeless one. Dated to look at and old fashioned to play

6

OUT OF 10

Sports Car GT



PUBLISHER
EA
£9.99

S ports Car GT is very much a poor man's Gran Turismo. The game features a Tournament Mode in which, once won, cash can be exchanged for new cars and upgrades.

You race primarily Le Mans-style cars on a selection of tracks,

including one night course. There's also a split-screen Two-Player Mode which suffers greatly from the confusing track design, due to

decreased visibility. Sadly, the gameplay is horrendous, due to appalling graphics and sluggish handling. Now looks even worse than when we said it set a new benchmark for bad. **LH**



ORIGINAL PlayStation Magazine
VERDICT
IN PSM46 2/10

TODAY'S SCORE
Almost unplayable back in June 99 well past its sell-by date now

1

OUT OF 10



CD/DVD/NET/COIN-OP

REVIEWS

PSM'S ROUND-UP OF THE MONTH'S BEST NEW RELEASES

CDS OF THE MONTH

>>Sing When You're Winning is out now>>

ROBBIE WILLIAMS

Sing When You're Winning (Chrysalis)

That cheeky Cheshire chappie brings you his third LP and yet more of his winning matey charm – yup, the ex-Take That man's still the utter exhibitionist/gig we know and love/hate. Teaming up with ex-World Party tunesmith Guy Chambers was a master stroke way back when and the new album's crammed with the same winning formula as before. Thus Robbie does a ballad (*Better Man*), Robbie does Rocky Horror (*Forever Texas*), Robbie does George Michael (*Rock DJ*), Robbie, um, does Kylie (*Kids*)... The man's a musical chameleon and yet while the album's literally all over the place, somehow it still sounds like Robbie – and that's why we love him. One day soon, Robbie will do Robbie but that's a whole different kettle of postmodern fish... **DM**

Verdict: Feeling much better, man 8/10



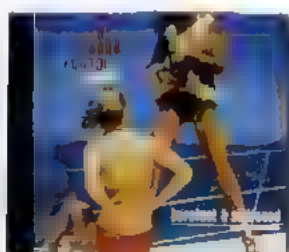
>>Out now>>

BUFFALO TOM

Asides From Buffalo Tom – 1988 to 1999 (Beggars Banquet)

The best of 11 years of good honest grunge-lite rock from the wet spring of emotion that is Boston's Buffalo Tom. Starting life as a punk outfit, they slowly shaped their grinding guitars into something more melodic, with a blend of raw tunage and sweeping ballads all delivered with Bill Janovitz's 80 Marlboro-a-day vox. The best tracks on this excellent compilation come from 1992's *Let Me Come Over* and 1993's *Big Red Letter Day*. Check out the stomping *Sodajer*, the howling *Tailights Fade*, and the mournful *I'm Allowed*. Very sure it all up with crashing acoustic guitars and lyrics to make grown men cry like babies. An undiscovered gem. Still... **DM**

Verdict: Triple A Sides 8/10



>>Out now>>

ELEVATOR SUITE

Barefoot And Shiftfaced (Infectious Records)

Championed by Radio One DJs Zoe Ball and, um, Simon Mayo, the South West's very own Elevator Suite bring you much in the way of breezy dance-pop. Thus single *Background's* uptempo funk featuring vocals that sound not unlike Scritti Politti's Green Gartside. *Man In A Towel* barrels in full of summer rhythms, while *Weekend Wonderboy* wears its Northern Soul roots on its many-patched sleeve. Like fellow posters Toploader, Elevator Suite are almost guilty fun, coming across like Jamiroquai with his behaved head removed from his back passage. With tunes like these, is this where the *Curiosity Killed The Cat* revival begins? Indeed it is... **DM**

Verdict: Elevated 6/10



>>Out now>>

MESCALITO

One Path In A Million (Tummy Touch)

Imagining a blend of the *Big Calm* of Morcheeba, the dark side of Massive Attack and the effect-sodden guitars of The Cure might get you somewhere towards the sound of Mescalito, but doesn't really do it full justice. The sheer range of sounds bouncing out of the speaker makes this remix special. 'Jerk' out the 'strange loop' that sounds a bit like an elephant's honk on *A Door To Safety* or the twanging guitar hook on *Rambla*. The sounds layer over each other blend in and are swept along on the back of hypnotic bass lines to an inevitably noisy crescendo. Perfect for late night listening. Or waking up to on the morning after for that matter **DM**

Verdict: Soothers 8/10



>>Out now>>

BLACK EYED PEAS

Bridge The Gaps (Interscope)

Following up their critically acclaimed 1998 debut *Behind The Front*, Black Eyed Peas bounce back with another bulging bag of hip hop rhymes. *Bridge The Gaps* does exactly what it says on the sleeve – pulling a load of different influences together and blending them into a rap record that's full of soul, jazzy rouble bass riffs, sleek drums and the inevitable superstar guest spots. Step forward Wyclef Jean, De La Soul, Mos Def and Macy Gray, all of whom sprinkle their pixie dust in the mix. Lounge on the jawr and bask in the sunshine or grab the jimo and start spinning, this is the kind of record Will Smith would probably make if he wasn't dead set on making pop-hop **DM**

Verdict: Summer time... 7/10

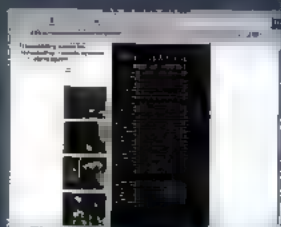
The latest gaming sites and sounds

The whole gaming community is waiting with baited breath for the return of Solid Snake of *Metal Gear Solid* fame. As you'd expect the information superhighway is riddled with sites looking back at Solid's career so far and looking ahead to the release of *Sons Of Liberty*.

For an old fashioned squiz at the original check-out www.metalgear.com with its character profiles, screen shots and a few TV commercials. There's also a quite handy Q&A section with a few pointers for those of you still salivating your way through



Gamers with an itch for more Snake can tip-tap in www.metalgear2.com. The site has already registered half a million hits no less, and it carries a few unique features such as a series of downloadable sound files. You can also engage in Web-based chit-chat with a host of discussion forums on *Metal Gear Solid* and a good range of other games.



The official site for *Metal Gear Solid: Sons Of Liberty* is fairly minimalist and really rather dry affair located at www.konami.co.jp/kcej/products/west/mgs2/english/01.html. The pages are cleanly presented, offering info on the designers and a hyperbolic retrospective of the series so far and things to come. The best thing about it is you can mail comments and suggestions to the honchos who count.

Lee Hall is a games writer and Snake shamer.

DVDS OF THE MONTH



>>Out now>>

GOLDFINGER: SPECIAL EDITION

Auric Goldfinger is a millionaire tycoon type with some ropery underworld connections. Suspecting him of gold-smuggling, the secret service send in a Mr James Bond, who quickly digs up Goldfinger's grand plan - to rob Fort Knox. Probably the best Connery Bond movie with a strangely sympathetic villain (he's rich but lonely), a hugely unpleasant henchman (Oddjob) and the best quote in the series ("You expect me to talk?"). MGM has packed in the DVD delights: lush widescreen restoration; job incredibly specific director commentary; two decent documentaries, promo films and a Connery interview. The benchmark for all future DVD transfers, go buy it. **AL**
Extras: Everything you could want
Verdict: Premium Bond 8/10



>>Out now>>

DEEP BLUE SEA

So, there's this top-secret marine research lab called Aquatica, where they're breeding hyper-intelligent sharks because... the protein in their brains... are... Alzheimer's. What could go wrong? Well, there's an accident and funder Samuel L. Jackson is threatening to pull the pennies. He's invited on a tour of the facility by chief researcher Saffron Burrows and, just as he's warning to the value of the work, one of the other scientists is bitten in half by one of the smart sharks. The whole party starts to take on water and the clichés really start to kick in. But the shark FX are reasonable but too brief. Cool, is surprisingly good as the token resourceful jumper and the sharks are genuinely shocking. **AL**
Extras: Widescreen, commentary
Verdict: Jaws and Alien united 7/10



>>Sleepy Hollow is out now>>

SLEEPY HOLLOW

Edurton's skewed interpretation of an obscure American fairytale is so typical y kooky and stylised, it almost sidelines the business of what's actually going on. There's a killer on the loose in the upstate New York village of Sleepy Hollow. Folks are being decapitated and the murderer is hiding on to the heads. But the townspeople have an explanation: why, it's the notorious curse of the headless horseman. Forensic leaning police investigator Ichabod Crane (Johnny Depp) is the stranger in town who waves away the mumbo-jumbo, believing there to be a conventional explanation. Until... it looks fantastic, with a slightly saturated gloss similar to the old Hammer films, and the cast plays it for creeps. But - here it comes - it's just a teensy bit hollow. **AL**
Extras: Director commentary, trailers, photo gallery
Verdict: Necks Please 6/10

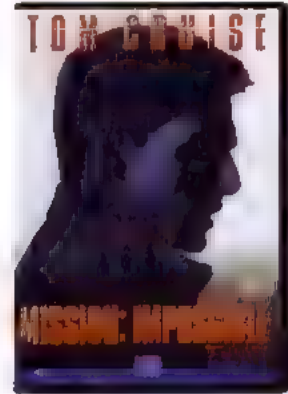
"It looks fantastic, with a slightly saturated gloss similar to the old Hammer films"



>>Out now>>

EAST IS EAST

Overrated, gritty Brit drama, bizarrely billed as an out-and-out comedy. George is a Pakistani immigrant living in 70s Manchester. His wife is English, and he has seven kids of differing ages and outlooks (the key pair are late-teenage boys. One is daddy's boy, a devout Muslim, the other is daddy's bane, an Anglicised rebel who sparks off a conflict by egging a friend to an arranged marriage). George's chip shop business is run by his wife, while he busies himself clinging to his standing in the local Asian community. The main problem is Om Puri's brilliant performance. He plays George as a man at the centre of a nagging, slowly forming, control in the defiant face of his mind-fault. But everyone else seems to think they're in a knock-out comedy of racial errors. Confused and uneven. **AL**
Extras: None
Verdict: East Goes West 5/10



>>Out now>>

MISSION: IMPOSSIBLE

Squeezed out to tally with the overblown sequel, De Palma's much-maligned original emerges as the better movie, with a cut so superstar Tom Cruise kept in ego-check, a darker and more interesting lady (Emmanuelle Béart), a less hammy boss (Jon Voight) and Jean Reno. Very briefly, superstar spy Ethan Hunt's mission is to prevent the theft of a code-disk which contains a list of America's double agents. It's conventional wisdom that the plot is impenetrable, it's not. There are just so many holes in it, it's wise to give up trying to keep track and just sit back and enjoy the fireworks. Much better than you remember. **AL**
Extras: Director commentary, trailer
Verdict: Better than the sequel 8/10

The latest coin-ops from planet arcade

It's been a traumatic year so far at Midway. Barely had the dust settled on former subsidiary Atari's grave when the company announced a further convergence of its coin-op and consumer R&D teams. The upshot is it will never again develop a coin-op game which won't also appear on home consoles. Midway was at pains to stick to a re-orienting not shrinking stance, which was borne out by the announcement of a re-focusing on online content. (Midway already provides game content for Web sites, such as shockwave.com, where consumers can go to play retro games from the Midway/Atari archives.)



Almost incidentally, the company has, amid all this turmoil, released two new games for the arcade. The Grid is a futuristic, first-person shooter/strategy game hybrid which transports players into a holographic CGI arena. By linking up to six units, players can compete using a variety of moves from an arsenal of 25 weapons, controlled via trackball, keypad and joystick. Each of the eight characters boasts his own special weapon and powers, which can be improved by amassing further assorted tools. Best of all, if players register their details, they can return immediately to the same stage, with the same armoury as on previous efforts. Also just launched is CART Fury, a driving game licensed from the US-based Championship Auto Racing Teams series. The action is intense, notably in its brutal competitiveness. Cars shed parts after collisions, with the debris and shrapnel becoming physical elements in the race. There's pro advice from a former CART series champion, tactical shortcuts, strategically timed boosts and hidden cars.

Guy Woodward
is editor at coin-op line, **AL**
Europe (www.ab-europe.co.uk)

PSM VERSUS...

TOCA WORLD TOURING CARS

HANG ON, PSM VERSUS A VIDEOGAME? WELL, KIND OF. WE HEAD OFF TO SPAIN TO DRIVE WITH AND AGAINST THE MEN WHO PUT THE AAAARGH INTO TOCA...

Words Mark Donald Pictures James Cheadle

EE Just sign this please, sir." PSM stands on the brink. In front, the Circuit de Catalunya - 4.727 kilometres of shimmering asphalt adversity, home of the Spanish Grand Prix, TOCA World Touring Cars track, and possible last resting place of yours truly. Behind, a Codemasters representative grins wolfishly and insists PSM experiences the realism of TOCA for itself, via a breakneck burn along the Barcelona track in a race spec car. PSM takes the form.

It reads. I am aware that when driving at Circuit de Catalunya, I will take part in a dangerous activity. I am taking part in these activities in a voluntary way and with full awareness of the danger involved. I declare that, from the first time I am using the track to drive, I do it at my own risk and responsibility, renouncing myself and my inheritors to the exercise of any claim for injury or damage.

My inheritors? This never happens on PlayStation.

Unless you're playing with it in the bath, your inheritors rarely get a look in. I'm all for realism but... this could hurt. Trying to make it look as though someone else had forged the signature, PSM flings aside the paperwork and strides purposefully towards the Audi S3 Quattro 1.8 turbo, capable of a top speed of 150mph. Wonder what its damage model is like? Probably stretches to a bit more than shattered windscreens and a flapping bumper. Straws slipping through fingers, PSM feels a trickle of warm comfort (or was that something else?) at the thought of a morning spent practising this very track on TOCA World Touring Cars, which, as everyone acknowledges, is very realistic.

The words of real touring car driver Jamie Wall, (technical consultant on TOCA) come flooding back. "TOCA WTC is great for me because, with the circuits being as realistic as they are, you can actually sit



Specs to the Wall. Jamie Wall (left) is the cool, calm collected man behind the stunning TOCA series. Next to him is Mark

there and practice before you go out on the track." You're joking? Our humble grey gamebox being used as a full-on racing simulator by the professionals? Jacques

Villeneuve claimed he practised on Sony's F1 sim a few years back and Jamie insists its true. "It really does work. It helps you familiarise yourself with the circuit before you go out. The biggest problem with going back to a circuit is building up a visual picture of it again, and now these games are getting more and more realistic, they do help. My local circuit is Oulton

Park - I know it like the back of my hand and all the bumps in the game are exactly the same."

That, of course, is why Jamie's here just as Spielberg gauged the reaction of D-Day veterans to his *Saving Private Ryan* vision of a beachfront bloodbath, so Jamie lends his expertise to the TOCA series. It started with TOCA 2. "What Codemasters really wanted was someone who knew what a touring car felt like to drive in real life and how that could be portrayed in a game to make it a great experience for gamers." The handling in TOCA 2 was a nightmare, though. The cars spun like old ladies on ice.

Mere mortals couldn't deal with it. Did you do your job too well? "The biggest problem in TOCA 2 was the limited physics model," responds Jamie. "If the car went into a bit of a slide it tended to snap and spin off. Whereas in real life, you feel everything the car is doing through the seat of your pants. You can feel when the car is on the limit. In a game, the hardest part is to actually feel what the car is doing. So this time we tried to create that feeling, especially visually, so you start to see when the car is braking away and where the car's limits are a bit more."

Back on the real track, PSM assumes the driving position



Mark of fear. Our intrepid Donaldson signs away his life in 'that' insurance form. Enough to make your eyes bulge (evidently)

"If WTC really is that realistic, who's got the best chance, the driver or the gamer?"

TOCA World Touring Cars



Audi ye drive that?

A parade of weasling journalists rev up against hods who actually drive cars for real. And Mark. Of course.

Damn Spanish car – gears, throttle, all on the wrong side. PSM prepares for an uncomfortable feeling in the seat of its pants.

Jumbled thoughts focus on an earlier confrontation with Jamie, nose to nose in WTC's Split-Screen Mode – PSM territory. Jamie tried unsettling PSM's composure with the revelation that he was the youngest ever British Touring Car driver. As a 16 year-old, he raced cars around Europe before he could legally drive on the roads. Hah. That's nothing. PSM was videogame racing at birth. As the lights turned green, PSM was already mentally spraying the champagne. But if WTC really is that realistic, who's got the better chance, the driver or the gamer? More mind games from Jamie. "You can convert the techniques you use with your

foot and brain in the car to the joypad. The cars a lot more responsive, so you can really start to drift it like in a racing car, where you're balancing your right foot all the time to feel where the car has grip, you can almost do that with your thumb now. It's becoming a lot more sensitive to individual driving styles."

The driving styles on display here owe a lot more to Ben Hur than a nice tour around Donnington. Jamie's leaning in so hard he's practically in PSM's driving seat. PSM takes the last bend peering through spidered glass. "If I can just nudge his rear. Must. Try." What's left of Jamie's motor careers into the wall, while PSM staggers over the line like a man who's just

crawled out of the jungle on gangrenous legs. It wasn't a proud or a sporting win but, like Jamie says, "My aim is always to go out there and win. If I come second, to me, that's not good enough."

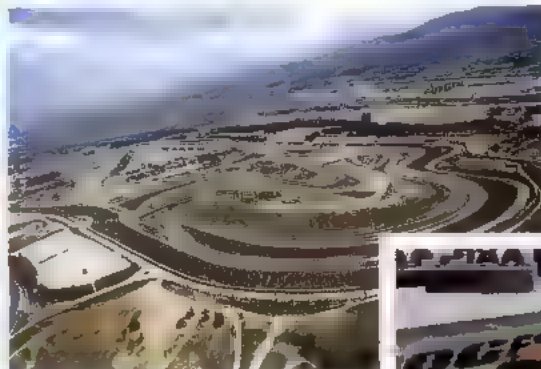
What about crashing? "You never really worry about crashing, you can't. You just don't think about that, because if you did, you'd always be a second off the pace. I've been nudged into spins at 130-140mph and that's quite hairy. All the cars are wired up and we have microphones in the

helmets, and they're allowed to put that on TV, so you have to be quite careful about what you're saying. You can imagine the language."

PSM has no need to imagine it. Haring around Catalunya in the real thing some fairly choice phrases come to mind as PSM saws at the wheel and the on-board Spanish instructor shouts the only English word he knows "GAS! GAS! GAS!" The needle flickers up, we flash past a rival

pointing the wrong way in a grave. trap and remember Jamie's final words. "The next step would be to put yourself into a physical simulator – a purpose-built cockpit – where you can actually feel what the car is doing all the time." PSM hopes it hasn't breathed its final words just yet. ■

>> TOCA World Touring Cars is out now from Codemasters >>



Real vs Not Real. Mr. Donald takes on the joys on the Circuit de Catalunya in the Real World (left) and the Not (right)



PSMPREVIOUS

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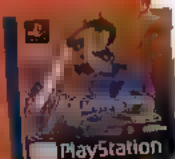
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On your marks, set, go. Lumber up those fingers for the button-bashing *Sydney 2000*

Sydney 2000

■ PUBLISHER	Eidos
■ STYLE	Sports sim
■ PROGRAM	Playable demo

Ⓜ or Ⓐ Jump
Ⓜ or Ⓐ Dip

■ Additional features

The full game features more events than you could fit down Linford Christie's pants, including 100m Sprint, Hammer, Javelin, Triple jump, High Jump, 100m Freestyle Swimming, Sprint Cycling, Skeet Shooting, Heavyweight Weightlifting, Kayak K1 Slalom and more

■ Further information

Hop, skip and, um, hurdle straight to the review on page 112

Feelin' fit? It's time to participate in some armchair Olympics. You compete in the 110 metres hurdles, sure to test the stamina of your gaming fingers. At the start of the race you'll hear the official announce, "Set go." On the word "go" alternately tap the power buttons as rapidly as possible (if you start tapping too soon it's a false start, do it twice in Olympic Mode and you will be disqualified). The faster you tap the buttons the quicker you will go. When you reach a hurdle press the action button to jump. At the end use the action button to d.p for the line.

■ Controls

Ⓜ/Ⓐ Run



■ Try this...

We've got copies of the finished game to give away to five lucky readers who manage to beat the world record time of 12.91 seconds. Send your name and, in 15 words or less, tell us what it takes to be a winning athlete on a post to Sydney Disc Challenge at the usual PSM address.



EDITED BY: Catherine Channon

Comments, queries and blather to catherine.channon@futurenet.co.uk or fax us on 01226 732281. Sorry, we are unable to answer your queries over the phone

And they're off *Sydney 2000* gets an Olympic start, taking the first hurdle in its stride. Coming up on the inside as they approach the first corner is *Formula One 2000*, following the line beautifully. *Dave Mirra* and *Grind Session* are neck and neck as they go into the second bend. With only 70 metres to go *Terracon* hits the front, only to be passed by *Superman*. As the line approaches *Driver 2* nudges into the lead. It's anybody's game...

Catherine Channon

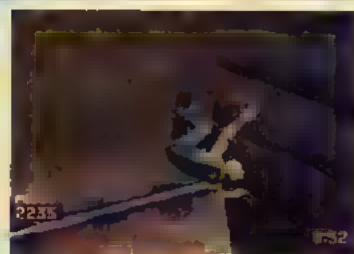
TO USE DISC 63

Load the disc and scroll through the game choices using ← and →. Press Ⓜ to select the demo you want. At the end of some of the demos you will need to reset your console

Problems with your CD?

Pack up your troublesome cover disc in an envelope and send it back to the following address. We will try to find it. If it is faulty, we'll send you another CD. Please note we do not keep old discs in stock. Official UK PlayStation Magazine, Disc Features, Customer Services, Future Publishing, Cindy Kilvert, Barcombe Road, Ind Est, Somerton, Somerset TA11 6TB

DISCONTENTS



Totally gnarly etc... Check out the latest offering from the world of extreme sports in this single and multiplayer demo

Grind Session

PUBLISHER SCEE
STYLE Skateboarding sim
PROGRAM Playable demo

Now you could be forgiven for thinking that Sony was simply jumping on the Tony Hawk's bandwagon with its new skateboarding sim *Grind Session*. But does it really matter? After all, just because Britney was here first it doesn't mean you'd chuck Christina out of bed, now does it? Pull off any number of cool tricks, rack up the points and generally just have a good time in our exclusive playable demo

Controls
ⓧ Jumps (hold for bigger jumps)

Ⓢ + ↑↓←→ Grabs
Ⓢ Brake
Ⓢ + ↑↓←→ Kick and board flips
Ⓢ + ↑↓←→ Rail tricks/hand plant/axle stall
Ⓢ + ↑↓←→ Hard turn (ground)
↑↓←→ Spin
↑ Transition/exit half pipe
↑↓←→ Combos

Additional features
The full game features a whole host of skating celebs, including Willy Santos, Cara-Beth Burnside and Piggpen

Further information
To get the lowdown on *Grind Session's* nuts and tricks check out the full review back in PSM62



Grab this...
To win one of five copies of the game name three skaters featured in the full game and, in no more than 15 words, why you think you deserve a copy. Replies to *Grind Challenge 63* at the usual address.



Phat air is easily achieved with some quick pedalling, as are a whole batch of fancy tricks. Simply Pause the game to bring up the Trick Menu



Dave Mirra Freestyle BMX

PUBLISHER Acclaim
GENRE BMX sim
PROGRAM Playable demo

For those of you who aren't familiar with his biking prowess, take it from us that Dave Mirra's The Man. Our demo puts you in one of the game's many cycle parks, Woodward Camp. With half-pipes, bowls and fly offs there's plenty to damage your knees on and try out the 36 tricks (Pause to bring up a full trick list).

Controls
Ⓢ Grind/stall
Ⓢ Modifier

Ⓢ Trick
Ⓢ Jump
Ⓢ Spin right
Ⓢ Spin left
↑ Accelerate
← Left
→ Right
↓ Brake

Additional features
The full game features ten pro bikers and includes dirt, street and vert BMXing.

Further information
Head to last issue for our preview.



And this...
This month we're not just giving away finished games, but professional BMX bikes too. To find out more turn to page 160 for full details on this issue's main competition.

Mr Driller

■ PUBLISHER	SCEE
■ STYLE	Puzzle game
■ PROGRAM	Playable demo

Some games don't need fancy graphics and Oscar-winning plots to be great fun to play. *Mr Driller* is just such a game. The aim is to dig through coloured blocks to get to the bottom of the stack. Driller's job is made more difficult by a lack of air, leaving him reliant on oxygen capsules scattered about the level. The brown blocks are harder to destroy and will absorb some

of your air, so avoid where possible. Be sure to monitor your air supply closely, if it gets too low you can kiss a life goodbye.

■ Controls

↑↓←→ Move/drill

■ Additional features
The full game features a variety of modes including Time Attack and Survival.

■ Further information
Check out the review on page 127



Death is only ever a moment away. It's easy to forget that *Mr Driller*'s underground and as such needs a constant supply of air. Pick up the capsules whenever you can.

Terracon

■ PUBLISHER	SCEE
■ STYLE	Action strategy
■ PROGRAM	Playable demo

Terracon casts you as Xed, an alien whose entire race was wiped out by a super-robot. Now you must stop the Terracon destroying the rest of the galaxy. Our demo puts you on an endangered planet which you must save from destruction. To help you you have a Genegy gun, that not only destroys your enemies but rebuild structures too.

■ Controls
↑↓←→ Move (Aim in Sniper Mode)
⊗ Fire
⊕ Jump

Ⓐ Change camera view
Ⓢ Quick turn 180°
Ⓛ Strafe left (Run left while firing forward)
Ⓡ Strafe Right (Run right while firing forward)
Ⓢ Sniper Mode
Ⓛ + Ⓡ Hold for Sniper zoom
Ⓢ Pause and open Pause Menu
Ⓢ Map-screen/dropship database

■ Additional features
There are a total of nine planets that are in need of Xed's assistance.

■ Further information
Check out the review in PSM62



Save the world, from total annihilation, by totally annihilating everything - it's a simple concept. Destroy, destroy, destroy.

Formula One 2000

■ PUBLISHER	SCEE
■ STYLE	F1 sim
■ PROGRAM	Playable demo

It only seems like yesterday that racing fans were awestruck by *Formula One '97*. And, just as we gave you a sneak preview of that game, we are proud to let you get your mitts on the forthcoming *Formula One 2000*. Our demo takes you to the Italian Grand Prix, and gives you the choice of driving as one of 22 drivers from 11 GP teams.

■ Controls
⊗ Accelerate
Ⓢ Break
Ⓐ Pit Limiter
Ⓢ Change views
Ⓢ Back view

■ Additional features
The full game includes all 17 courses from the 2000 season.

■ Further information
Check out the preview on page 58.



Jenson Button's a local lad as far as PSM's concerned so it's nice to see him included in the demo, along with all our other favourite F1 drivers.



■ Win this...
To get your hands on one of five copies of *F1 2000* tell us why you think you'll make a good F1 driver, in no more than 15 words. Send your replies to PSM 2000 CD Challenge at the usual address.

Video Gallery

PSM'S REGULAR
LOOK AT FOOTAGE
OF TOMORROW'S
GAMES

Driver 2

■ PUBLISHER	Infogrames
■ STYLE	Driving game
■ PROGRAM	Rolling demo

Driver is the biggest-selling PlayStation game these shores have ever seen. Its fun, live life on the edge danger-loving style of gameplay epitomised everything that the current generation of gamers wanted from the little grey box. So with a huge success story

under its belt already, developer Reflections, has certainly got its work cut out if it's to produce a worthy follow-up. But judging from what we've seen so far – the new tracks and cities, the sense of realism and the fact you can get out of the car – it looks like nobody's going to be disappointed. And if you think this looks good, just wait until you get your hands on the playable demo next month.



Life on the edge beckons. If you want to live dangerously without risk to yourself check out next issue's playable demo

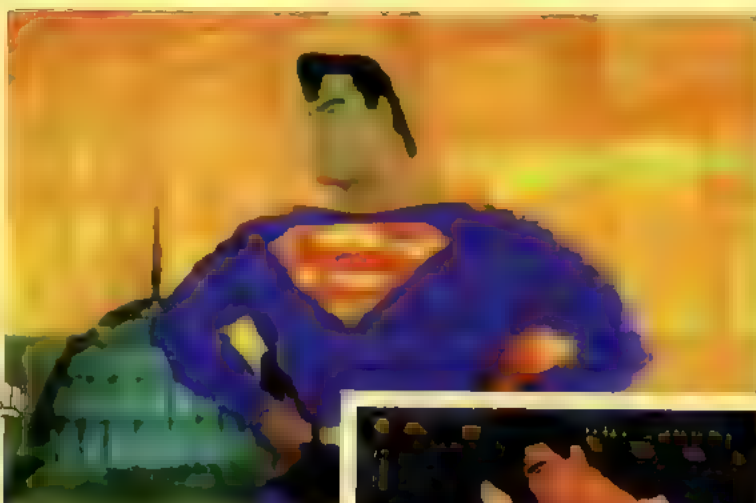
Superman

■ PUBLISHER	Virgin
■ STYLE	Action adventure
■ PROGRAM	Rolling demo

Everybody's favourite superhero has finally made it on to everybody's favourite console. Yes, that's right Superman is coming to a PlayStation near you very soon, and judging by the state of affairs in Metropolis, it's a good thing too. The evil Lex Luthor has been up to his old tricks again, and is causing chaos throughout the city. To help you combat the bursting dam, raging fires and other disasters you possess a certain number of super powers, including



Super Speed, Super Strength, Super Flight, Heat Vision, Freeze Breath, X-Ray Vision, and, of course, those overly tight pants (which if nothing else are always going to be a winner with the ladies). Up, up and, quite likely away



Faster than light, harder than steel, yet gentle as a lamb – what a guy



CD CHALLENGE!

Get this...

There's five games to be won, simply tell us the name of Superman's girlfriend, and the name of the city he lives in. 25 words what superhero you'd like to be and you'll win the Superman CD 25.

Ducati Life

PUBLISHER Acclaim
STYLE Motorcycle racing
PROGRAM Rolling demo

Ducati is to motorbikes what Lamborghini is to cars, so it comes as no surprise that Acclaim has decided to publish a motorcycle racer devoted entirely to them. Aspiring to create a game that's *Gran Turismo* on two wheels, developer Attention To Detail has not only included a great deal of Ducati's history – with models ranging from the classic bikes of the '50s to

modern-day superbikes – but everything you'd expect from a top racer too. There's even two completely separate games, *Ducati Quick Race* and *Ducati Life*. The Quick Race Mode is, as you'd imagine, an arcade-style racer where you can buy bigger and better bikes and enjoy eight initial tracks. *Ducati Life* offers a realistic simulation of the entire Ducati collection, where you can collect cash for racing successes, buy better bikes as you go or spend some time in the garage honing your own bike to perfection – bliss.



Feel the speed as you scrape your knees on the tarmac at 160mph

LMA Manager 2001

PUBLISHER Codemasters
STYLE Football management sim
PROGRAM Rolling demo

After the success of the initial *LMA Manager* Codemasters is going all out in its sequel, chucking in more stats, teams, players, and stadiums than the Beckhams have clothes. For those of you who just can't wait to get your hands on the new season's stats, *LMA* is going to be the game for you. It'll be the first football management sim to accurately detail all the new team and player stats and offer a truly pan-European football

management sim. As if that wasn't enough, it's also officially endorsed by the League Managers Association, and licensed by Fifpro – the world players' body – and will also feature hundreds of clubs across 32 countries, over 300 stadiums and more than 8,000 authentic players. With the exception of a social life, what more could any management fan possibly want?



If it's in the game, you can guarantee it'll be *LMA Manager 2001*

NEXT MONTH'S DEMO DISC

DRIVE! (PS2)
MART KORTLANDT'S PRO BIKES
FRANCE (PS2)
BOXING (PS2)
MUTANT ACADemy, IT RACING CHAMP
THE FOOTBALL WORLD IS NOT ENOUGH



How would you like to dig up the truth behind your favourite team and find out how on the disc since you've missed them?

TOP SECRET EXTRA

HOW TO USE OUR DOWNLOAD CHEATS

Stick an official Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using **△** and scroll through the saves using **↑** and **↓**. Select the save you want by pressing **○** and it will be stored on your Memory Card. Now use these cheats on your games.

Exclusive to PSM, Download allows you to get the latest cheats. Just copy them on to your official Sony Memory Card and play away... Remember! Downloads can only be used in conjunction with official Memory Cards



Strider 2

This little beauty gives you access to the otherwise unobtainable character Strider Hien

In Cold Blood

If you're having problems, use this Save to leap-frog to the last level

Destruction Derby Raw

Extra cars, extra tracks – what more could you possibly want?

Vagrant Story

Remove the mystery of *Vagrant Story*, by accessing all areas in the game

Metal Gear Solid

This puts you near the start of the game, but with the Bond tuxedo, bandana and stealth suit

MediEvil 2

If Sir Fortesque is giving you gp, use this save to access the very last level.

GTA2

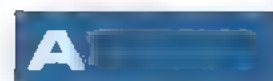
This puts you in the final area, with all bonus levels open. You've also got infinite health, no law enforcement and the top rating with the Russians.

Jedi Power Battles

Prepare to meet your destiny, in the last level of this game, as it's handbags at dawn with Darth Maul

A TO Z

592 OR SO VIDEOGAME REVIEWS SQUASHED INTO SIX HANDY PAGES. THE PSM DATABASE - DON'T BUY A GAME WITHOUT IT...



ACE COMBAT 2

SCEE PSM22 5/10 Flight sim
Fly like a real ace in this intense aerial combat game.

ACE COMBAT 3

SCEE PSM55 3/10 Flight sim
Take your ace skills to the next level in this sequel.

ACTION MAN MISSION XTREME

Masera PSM54 6/10 Adventure/shoot 'em up
A fast-paced action game with a variety of levels.

ACTUA GOLF

Gremlin PSM9 8/10 Golf sim
Decent player animation and varied commentary.

ACTUA GOLF 2

Gremlin PSM22 7/10 Golf sim
A sequel to the first game, with more courses.

ACTUA GOLF 3

Gremlin PSM40 6/10 Golf sim
For the dedicated golf fan only, this is a must.

ACTUA ICE HOCKEY

Gremlin PSM30 6/10 Ice hockey sim
A decent ice hockey simulation with good graphics.

ACTUA ICE HOCKEY 2

Gremlin PSM45 5/10 Ice hockey sim
A sequel to the first game, with more teams.

ACTUA SOCCER

Gremlin PSM3 9/10 Football sim
A classic football simulation with a large player count.

ACTUA SOCCER 2

Gremlin PSM27 9/10 Football sim
A hard game to master but a lot of fun.

ACTUA SOCCER 3

Gremlin PSM40 6/10 Football sim
The flowing nature of the sport.

ACTUA SOCCER CLUB EDITION

Gremlin PSM20 7/10 Football sim
A more realistic football simulation.

ADIDAS POWER SOCCER

Pygmalion PSM6 8/10 Football sim
A fast-paced football game with a large player count.

ADIDAS POWER SOCCER 2

Pygmalion PSM28 7/10 Football sim
A sequel to the first game, with more teams.

ADIDAS POWER SOCCER '98

Pygmalion PSM35 5/10 Football sim
A fast-paced football game with a large player count.

AGILE WARRIOR

Virgin PSM3 6/10 Air combat sim
A fast-paced air combat game with a large player count.

AIR COMBAT

SCEE PSM 6/10 Air combat sim
A fast-paced air combat game with a large player count.

AIRONAUTS

Red Storm PSM48 4/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

AIR RACE

THQ PSM26 7/10 Racing/Bright sim
A fast-paced racing game with a large player count.

AIV EVOLUTION GLOBAL

Acclaim PSM9 7/10 Strategy
A fast-paced strategy game with a large player count.

KNOW THE HEARTLESS

Ends PSM42 8/10 3D adventure
A fast-paced 3D adventure game with a large player count.

ALIEN RESURRECTION

Fox Interactive PSM62 8/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

ALIEN TRILOGY

Acclaim PSM5 8/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

ALL STAR TENNIS

Jai Soft PSM40 7/10 Tennis sim
A fast-paced tennis simulation with a large player count.

ALL STAR TENNIS 2000

Jai Soft PSM61 6/10 Tennis sim
A fast-paced tennis simulation with a large player count.

ALONE IN THE DARK

Infogrames PSM2 8/10 3D action/adventure
A fast-paced 3D action/adventure game with a large player count.

ALUNDRA

Pygmalion PSM3 9/10 RPG
A fast-paced RPG game with a large player count.

ALUNDRA 2

Acclaim PSM6 7/10 Adventure
A fast-paced adventure game with a large player count.

PLATINUM OF THE MONTH

These Tony Hawk's Skateboarding
Publisher Activision
Score 9/10
Game type Skateboarding sim

The daddy of the recent slew of skateboarding games, Tony Hawk's Skateboarding is a highly playable and addictive game. Even if you're not into skating, the moves and jargon of skating you'll love it. If you are a skater, this is a game that captures the essence and daring of skating. Go to it, dude.

ANNA KOURNIKOVA'S SMASH COURT TENNIS

SCEE PSM46 8/10 Tennis sim
A fast-paced tennis simulation with a large player count.

APE ESCAPE

SCEE PSM47 9/10 3D platformer
A fast-paced 3D platformer game with a large player count.

APOCALYPSE

Activision PSM41 8/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

AQUANAUT'S HOLIDAY, THE

SCEE PSM9 4/10 Scuba sim
A fast-paced scuba diving game with a large player count.

ARMORINES: PROJECT S.W.A.R.M.

Acclaim PSM58 3/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

ARMoured CORE

SCEE PSM35 8/10 Mech shoot 'em up
A fast-paced mech shoot 'em up game with a large player count.

ARMY MEN 3D

3DO PSM53 6/10 Adventure/shoot 'em up
A fast-paced adventure/shoot 'em up game with a large player count.

ARMY MEN: OPERATION MELTDOWN

3DO PSM62 3/10 3D shoot 'em up
A fast-paced 3D shoot 'em up game with a large player count.

ARMY MEN: SARGE'S HEROES

3DO PSM58 3/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

ASSAULT

Telesat PSM37 6/10 3D shoot 'em up
A fast-paced 3D shoot 'em up game with a large player count.

ASTERIX

Infogrames PSM46 3/10 Platform/strategy
A fast-paced platform/strategy game with a large player count.

ASTERIX & OBELIX TAKE ON CAESAR

Cryo PSM61 7/10 Platform/puzzle game
A fast-paced platform/puzzle game with a large player count.

ASTERIODS

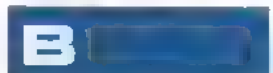
Activision PSM41 7/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

ATARI COLLECTION 2, THE

GTI PSM36 7/10 Retro compilation
A fast-paced retro compilation game with a large player count.

AZURE DREAMS

Acclaim PSM37 7/10 RPG
A fast-paced RPG game with a large player count.



BALLISTIC

THQ PSM62 6/10 Puzzle
A fast-paced puzzle game with a large player count.

BARBIE RACE & RIDE

SCEE PSM56 6/10 Racing sim
A fast-paced racing simulation with a large player count.

BARBIE SUPER SPORTS

SCEE PSM59 4/10 Sports game
A fast-paced sports game with a large player count.

BASEBALL 2000

Interplay PSM55 5/10 Baseball sim
A fast-paced baseball simulation with a large player count.

BATMAN & ROBIN

Acclaim PSM35 6/10 Arcade/adventure
A fast-paced arcade/adventure game with a large player count.

BATTLE ARENA TOSHINDEN

SCEE PSM1 8/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

BATTLE ARENA TOSHINDEN 2

SCEE PSM7 7/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

BATTLE ARENA TOSHINDEN 3

SCEE PSM24 7/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

BATTLETANX: GLOBAL ASSAULT

3DO PSM59 7/10 Tank-based shooter
A fast-paced tank-based shooter game with a large player count.

BEATMANIA

Konami PSM56 6/10 Du stix
A fast-paced du stix game with a large player count.

BIO FREAKS

GTI PSM37 7/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

BISHI BASHI SPECIAL

Konami PSM58 8/10 Party game
A fast-paced party game with a large player count.

BLACK DAWN

EA PSM13 8/10 Air combat sim
A fast-paced air combat simulation with a large player count.

BLAM! MACHINEHEAD

EA PSM12 8/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

BLAST CHAMBER

Acclaim PSM13 7/10 Puzzle
A fast-paced puzzle game with a large player count.

BLASTER MASTER BLASTING AGAIN

Sonysoft PSM62 3/10 Space shoot 'em up
A fast-paced space shoot 'em up game with a large player count.

BLAST RADIUS

Pygmalion PSM36 8/10 3D shoot 'em up
A fast-paced 3D shoot 'em up game with a large player count.

BLOOD OMEN: LEGACY OF KAIN

BMG PSM17 7/10 RPG
A fast-paced RPG game with a large player count.

BLOODLINES

SCEE PSM45 7/10 Future sports
A fast-paced future sports game with a large player count.

BLOODY ROAD: HYPER BEAST DUEL

Virgin PSM29 8/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

BLOODY ROAD: BRINGER OF THE NEW AGE

Virgin PSM44 8/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

B-MOVIE

GTI PSM40 8/10 Shoot 'em up
A fast-paced shoot 'em up game with a large player count.

BOMBERMAN

Virgin PSM47 7/10 Arcade game
A fast-paced arcade game with a large player count.

BOMBERMAN WORLD

SCEE PSM34 6/10 Arcade game
A fast-paced arcade game with a large player count.

BRAHMA FORCE

JVC PSM30 7/10 First-person shoot 'em up
A fast-paced first-person shoot 'em up game with a large player count.

DEATH OF FINE III

Virgin PSM35 8/10 RPG
A fast-paced RPG game with a large player count.

BRIAN LARA CRICKET

Codemasters PSM39 8/10 Cricket sim
A fast-paced cricket simulation with a large player count.

BROKEN SWORD

SCEE PSM11 9/10 Graphic adventure
A fast-paced graphic adventure game with a large player count.

BROKEN SWORD II: THE SMOKING MIRROR

SCEE PSM27 9/10 Graphic adventure
A fast-paced graphic adventure game with a large player count.

BRUNSWICK CIRCUIT PRO BOWLING 2

THQ PSM59 3/10 Bowling sim
A fast-paced bowling simulation with a large player count.

BUBBLE BOBBLE 2

Virgin PSM20 8/10 Platformer
A fast-paced platformer game with a large player count.

BUGGY

Gremlin PSM38 6/10 Comic racer
A fast-paced comic racer game with a large player count.

BUG'S LIFE, A

SCEE PSM43 9/10 3D adventure
A fast-paced 3D adventure game with a large player count.

BUSHIDO BLADE

SCEE PSM29 8/10 Beat 'em up
A fast-paced beat 'em up game with a large player count.

BUST A GROOVE

SCEE PSM38 8/10 Dancing sim
A fast-paced dancing simulation with a large player count.

BUST A MOVE 2

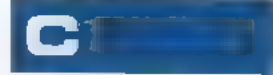
Acclaim PSM8 9/10 Puzzle game
A fast-paced puzzle game with a large player count.

BUST A MOVE 3

Acclaim PSM31 9/10 Puzzle game
A fast-paced puzzle game with a large player count.

BUST A MOVE 4

Acclaim PSM40 8/10 Puzzle game
A fast-paced puzzle game with a large player count.



CAESAR'S PALACE

Interplay PSM55 3/10 Casino sim
A fast-paced casino simulation with a large player count.

CARMAGEDDON

SCI PSM54 3/10 Driving game
A fast-paced driving game with a large player count.

CARNAGE HEART

SCEE PSM20 8/10 Combat/strategy
Intensely absorbing and addictive, but mentally demanding. Not for everyone.

CASTLEVANIA: SYMPHONY OF THE NIGHT

SCEE PSM26 7/10 Platform adventure
Playable and vast, but lacks sparkle.

CASTROL HONDA SUPERBIKE RACING

THQ PSM49 6/10 Motorbike game
Too difficult for a passing fancy, but if you love bikes this might be what you've been looking for.

CHAMPIONSHIP MOTOCROSS

THQ PSM52 7/10 Motorbike game
While it's hard, it provides the kind of knockabout fun that has been absent from recent racers.

CHESSMASTER 2

Mindscape PSM48 8/10 Chess sim
If you want to play, or learn to play, start here.

CHOCOBO RACING

SCEE PSM54 3/10 Kart racer
Who would have thought the makers of Final Fantasy could come up with something so poor.

CIRCUIT BREAKERS

Mindscape PSM33 4/10 Racing game
Addictive cycler and considered op-down racing. Best with four players.

CIVILIZATION II

Activision PSM45 9/10 Strategy
Slow, and at times awkward, but incredibly addictive and involving.

COLIN MCRAE RALLY

Codemasters PSM35 9/10 Racing sim
Pushes the boundaries of the off-road racer to somewhere near Gran Turismo.

COLIN MCRAE RALLY 2.0

Codemasters PSM57 9/10 Racing sim
Codemasters has crafted the best rally game yet.

COLONY WARS

Pygnosis PSM26 7/10 3D space combat
Stunning and well designed, if you're prepared to make the effort.

COLONY WARS: RED SUN

SCEE PSM57 8/10 3D space combat
A superb cinematic shoot 'em up that's one of the finest examples of its genre.

COLONY WARS - VENGEANCE

Pygnosis PSM39 9/10 3D space combat
The best space combat game on the PlayStation. Challenging and compelling.

COMMAND & CONQUER

Virgin PSM15 9/10 Military strategy
Brilliant conversion of the god-like PC original. Make war, not love.

COMMAND & CONQUER RED ALERT

Virgin PSM28 9/10 Real-time war game
A mammoth game. A classic. You must own this.

COMMAND & CONQUER RED ALERT: RETALIATION

Virgin PSM37 7/10 Real-time war game
Red Alert fans will lap it up, but anyone looking for something new will be disappointed.

CONSTRUCTOR

Activision PSM40 8/10 Management sim
A fine game, but you'll need a mouse to get the best out of it.

COOL BOARDERS 2

SCEE PSM29 8/10 Snowboarding sim
Detailed sports sim, superb arcade racer and well-balanced par excellence.

COOL BOARDERS 3

SCEE PSM40 8/10 Snowboarding sim
Superb rather than sublime. A little more thought and care could have made this indispensable.

COOL BOARDERS 4

SCEE PSM56 7/10 Snowboarding sim
While it impresses with its graphics, it frustrates with its sluggish gameplay.

CRASH BANDICOOT

SCEE PSM10 9/10 3D platformer
A big, stylish and engrossing addition to a much abused genre.

CRASH BANDICOOT 2

SCEE PSM27 8/10 3D platform game
Less painful than the original, though essentially more of the same. Still pretty and great fun.

CRASH BANDICOOT 3

SCEE PSM40 9/10 3D platform game
Tweaked and updated in all the right areas.

CRASH TEAM RACING

SCEE PSM53 9/10 Kart racer
This is pure karting bliss.

CRICKET 2000

EA PSM57 4/10 Cricket sim
Limited overs cricket in a very limited genre. Isn't over-quick enough.

CRITICAL DEPTH

GTI PSM29 7/10 Shoot 'em up
A decent enough all-action game.

CRITICOM

Virgin PSM3 7/10 Beat 'em up
A challenging combat game that only reveals its depths over time.

CROC

EA PSM25 7/10 3D platformer
A children's Tomb Raider with superb graphics and excellent presentation.

CROC 2

Fox PSM46 8/10 3D platformer
Better, bigger, prettier, and frustrating enough to speed the ageing process.

CRUSADER: NO REMORSE

EA PSM16 7/10 Arcade adventure
The tricky controls and raw graphics conceal a challenging game.

CRUSADERS OF MIGHT & MAGIC

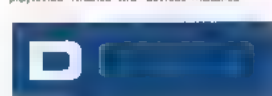
3DO PSM59 4/10 Adventure
If adventure was really this tedious, heroes would stay at home and be farmers.

CRYPT KILLER

Konami PSM18 6/10 Shoot 'em up
Adequate, but forgettable conversion of an OKish arcade shooter.

CYBER TIGER

EA PSM54 7/10 Golf game
A game that looks like it has never been played. Riddled with obvious mistakes.



D

Activision PSM3 4/10 Arcade adventure
It's way too short and way too easy, though we would dearly love to raise it higher.

DARKLIGHT CONFLICT

EA PSM21 8/10 Space shoot 'em up
Satisfying 3D shoot 'em up with a nod to Elite and bags of gameplay.

DARKSTALKERS

Virgin PSM12 7/10 2D beat 'em up
A sound game but should have been released before the superior SF Alpha.

DARKSTALKERS 3

Virgin PSM45 6/10 Beat 'em up
Will appeal to the hardcore fight fan. Some will find its fantastical nature too strong, though.

DEAD BALL ZONE

GTI PSM33 6/10 Future sports
A decent playable future sports game at last, but not as good as the 16-bit classic Speedball.

DEAD OR ALIVE

SCEE PSM34 8/10 3D beat 'em up
Lots of polish and gameplay. Still secondary to Tekken 2 and Soul Blade though.

DEATHTRAP DUNGEON

Eidos PSM31 8/10 3D adventure
Hardly a Tomb Raider better, but a solid and well-designed 3D romp.

DEFCON 5

SCEE PSM3 8/10 3D action/strategy
Tense, atmospheric strategy-centred shooter. Doom by a brain.

DEMOLITION RACER

Infogrames PSM54 7/10 Racing game
It's not going to set the world alight, but the gameplay is strong and there's plenty of options.

DESCENT 2

Interplay PSM21 7/10 3D blaster
An impressive sequel, but one which suffers in comparison to more contemporary rivals.

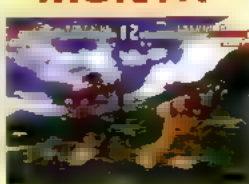
DESTRUCTION DERBY

Pygnosis PSM1 7/10 Racing game
Entertaining crash-and-smash racer let down by a few key faults.

DESTRUCTION DERBY 2

Pygnosis PSM13 9/10 Racing game
A total visual and gameplay overhaul of the original title. Brilliant stuff.

BEAT 'EM UP OF THE MONTH



Number 1 Tekken J
P SCEE
Score 10/10
Beat 'em up

The one fighting game on PlayStation is a damn good one. Carry it over the ocean and it'll be up and up more you can't get other titles. Tekken J is a fighting game for the fighting community. You don't want a play it to death if a no. one. It's a big ball in its design and it's a big. It's a big ball in its design and it's a big. It's a big ball in its design and it's a big.

DESTRUCTION DERBY RAW

SCEE PSM60 8/10 Racing game
3 tracks, 24 different cars, upgrades for your existing motor and initial crash moves. Brilliant.

DEVIL DICE

SCEE PSM41 7/10 Puzzle game
DI-killer puzzle game that intrigues and frustrates. It's a measure.

DIE HARD TRILOGY

EA PSM10 8/10 Arcade adventure
Three good games for the price of one. Silly in places, but excellent value.

DIE HARD TRILOGY 2

Fox PSM53 8/10 Arcade adventure
An entertaining blend of game styles, but disappointing for its lack of innovation.

DINO CRISIS

Virgin PSM31 8/10 Survival horror
Not quite as atmospheric as its undead counterparts, but just as addictive.

DISC WORLD 2: MISSING PRESUMED...

Pygnosis PSM28 7/10 Graphic adventure
If you're a Pratchett fan buy it now. If not, don't.

DISC WORLD NOON

GTI PSM54 8/10 Graphic adventure
The upper tier of PlayStation adventuring.

DISNEY WORLD MAGICAL RACING TOUR

Eidos PSM61 6/10 Karting game
Entertaining tracks, but too many design problems.

DISRUPTION

Interplay PSM13 8/10 3D shoot 'em up
Stunning scenery and impressive level design. A great alternative to Doom.

DIVER'S DREAM

Konami PSM45 5/10 Underwater game
A reasonable game that's over far too quickly. Just as you start to get into it it finishes.

DOOM

GTI PSM2 9/10 3D shoot 'em up
The classic 3D blaster brought with spooky brilliance to the PlayStation.

DRACULA: THE RESURRECTION

Microdis PSM61 7/10 Adventure
It's a horror story to play, but only because there's no horror and very little story.

DRAGON VALOUR

SCEE PSM61 4/10 RPG
Lacks both a modern graphics engine and decent gameplay. It's poor.

DUKE

GTI PSM44 9/10 Driving game
Gorgeous to look at and satisfying to play, this is fun on perfect.

DUKE NUKEM

GTI PSM28 8/10 3D adventure
Super-violent, super-offensive first-person shooter. An essential addition to your collection.

DUKE NUKEM: A TIME TO KILL

GTI PSM38 9/10 3D adventure
Delivers all the classic videogame goodies in one lovely bundle.

DUKES OF HAZZARD: RACING FOR HOME

Jbl Soft PSM60 5/10 Driving game
Saved only by the appearance of the General Lee.



EAGLE ONE: HARRIER ATTACK

Infogrames PSM56 8/10 Flight sim
A top-notch flight sim with arcade style versatility.

ETERNAL EYES

Sensort PSM61 5/10 RPG
A predictable and cliched story line makes this RPG with a hint of plot. It's a bit rank.

EURO 2000

EA PSM59 8/10 Football sim
Another update, another licence frenzy, but it's still fabulously addictive.

EUROPEAN PGA GOLF

Infogrames PSM53 7/10 Golf sim
Lacks the looks and approachability of Everybody's Golf, but you can still have a good time.

EVERYBODY'S GOLF

SCEE PSM34 9/10 Arcade golf game
Cute, well-packaged and highly destructible.

EVERYBODY'S GOLF 2

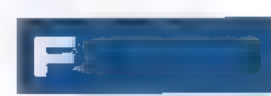
SCEE PSM59 9/10 Arcade golf game
A much-loved for some reason. It's a bit like golfers, leaders of religious cults and football fans.

EVIL ZONE

Titus PSM47 6/10 Fighting game
More responsive controls and tactical moves would have made it a winner.

EXHUMED

BMG PSM18 8/10 3D shoot 'em up
Challenging, Egyptian-themed shooter with nice engine and good graphics.



F1 2000

EA PSM58 8/10 Racing sim
The PlayStation's most polished and playable Formula One simulation to date.

F1 RACING CHAMPIONSHIP

Ubi Soft PSM59 7/10 Racing sim
A playable game spoiled by sloppy presentation and a lack of commentary and collision damage.

FADE TO BLACK

EA PSM8 8/10 3D adventure
Atmospheric adventure yarn which suffers a few niggling aesthetic issues.

FA MANAGER

Eidos PSM47 7/10 Football management
It's bad but brilliant at the same time. Basically a game strictly for real football fans.

FA PREMIER LEAGUE FOOTBALL MANAGER 2000

EA PSM52 6/10 Football management
Looks realistic but lacks depth and realism.

FA PREMIER LEAGUE STARS 2001

EA PSM62 4/10 Football sim
The anti-FIFA. Poor graphics, limited gameplay and some shocking glitches.

FEAR EFFECT

Eidos PSM57 8/10 3D adventure
What should have been an unsurpassed classic is hamstrung by poor game balancing.

FIFA 98: ROAD TO WORLD CUP

EA PSM28 8/10 Football sim
Better than previous versions. Superior playability and better graphics.

FIFA 99

EA PSM40 9/10 Football sim
One of the most instinctive control systems to date.

FIFA 2000

EA PSM53 7/10 Football sim
It's time FIFA evolved into a more balanced game, with fewer inconsistencies.

FIGHTING FORCE 2

Eidos PSM54 6/10 Shoot 'em up
A shallow title trying to be something it's not.

FINAL DOOM

GTI PSM13 9/10 3D shoot 'em up
30 scary new levels and some visual improvements. As essential as Doom.

FINAL FANTASY VII

SCEE PSM26 10/10 RPG
A new standard of excellence for the PlayStation.

FINAL FANTASY VIII

SCEE PSM51 10/10 RPG
The most impressive installment so far.

FISHERMAN'S BAIT 2: BIG OL' BASS

Konami PSM59 7/10 Fishing sim
With its widely animated 3D fish, it's edge-of-your-folding-canvas-stool stuff.

FLUID

SCEE PSM36 7/10 Music creation
Relaxing, post-club fare and overworld experience. After a while, peace and quiet.

FORMULA 1

Pygnosis PSM11 9/10 Racing sim
A realistic and immensely playable racer. Essential in its day.

FORMULA 1 '97

Pygnosis PSM24 9/10 Racing sim
Superior in almost every regard to the 1996 original. A motorsport landmark.

FORMULA 1 '98

Pygnosis PSM38 7/10 Racing sim
It's definitely no better than F1 '97, in fact it's not even any better than the original.

FORMULA 1 '99

SCEE PSM52 7/10 Racing sim
Superb handling and looks good too, the game is back on track after last year's debacle.

FORMULA KARTS: SPECIAL EDITION

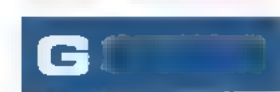
Titus PSM27 7/10 3D racer
A bit like the old World of Outlaws, but with a bit more in the way of play options.

FRONT MISSION 3

Square PSM61 8/10 Mech strategy
One of the more playable strategy games of the year with plenty of pyrotechnics.

FUTURE COP: LAPD

EA PSM38 8/10 Shoot 'em up
Surprisingly addictive. Single-player and two-player modes are available.



G.I. JOE: THE GREAT ESCAPE

Crave PSM60 7/10 3D adventure
A welcome attempt at adding tension to the survival horror genre, but not great.

GAUNTLET LEGENDS

Midway PSM58 6/10 Action/adventure
A potentially inspired update of an arcade classic, well, it's heavily flawed by a lack of any real polish.

GEKIDO: URBAN FIGHTERS

Infogrames PSM60 5/10 Beat 'em up
A mess of styles that don't make a whole. Too random and crowded to be any good.

GEX 3D: ENTER THE GECKO

BMG PSM32 8/10 3D platformer
Polished, handsome and entertaining. Taking time in the world.

GHOUL PANIC

SCEE PSM58 6/10 Light gun game
As though its many levels are testing the fact of its own existence.

GLOVER

Hasbro PSM57 6/10 Platformer
A genuinely refreshing effort, offering some green ideas. But it's let down by some glaring flaws.

G-POLICE

Pygnosis PSM25 9/10 Flight sim/shooter
Intricate story line and some of the best dogfighting and flying gameplay.

G-POLICE: WEAPONS OF JUSTICE

SCEE PSM49 8/10 Space flight sim/shooter
An excellent sequel to a solid game.

GRANDIA

Ubi Soft PSM56 8/10 RPG
Poor graphics but great adventuring.

GRAND THEFT AUTO

BMG PSM28 8/10 Criminal sim
Graphics are unimpressive but it's playable, addictive and original. Nevertheless.

► GRAND THEFT AUTO: LONDON 1969

Take 2 **PSM46** 7/10 Criminal sim
Does nothing new and has less content than the original, but alas, fans of GTA will like it.

GRAND THEFT AUTO 2

Rockstar Games **PSM52** 9/10 - Criminal sim
So good it should be illegal. If you're old enough to buy it, you're old enough to enjoy it.

GRANDSTREAM SAGA

SCEE **PSM43** 6/10 RPG
Intriguing but frustrating. Too much dialogue.

GRAN TURISMO

SCEE **PSM32** 10/10 Racing sim
Takes every other PlayStation racer and sends them squealing to the pits.

GRAN TURISMO 2

SCEE **PSM55** 10/10 Racing sim
The perfect sequel to the perfect game. Staggering stats are backed up by an incredible game.

GRIND SESSION

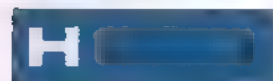
SCEE **PSM62** 8/10 Skateboarding sim
Never in danger of setting the world alight, it runs Tony Hawk's close, but doesn't have the edge.

JUDGE WARRIOR

Take 2 **PSM58** 4/10 Shoot 'em up
There's just not enough here to occupy your time.

GUILTY GEAR

Studio 3 **PSM59** 4/10 - 2D beat 'em up
An ugly and frustrating fighter. The Chris Eubank of the beat 'em up genre.



HARDCORE 4X4

Gremlin **PSM14** 7/10 Racing game
An original off-roader which suffers due to its right-to-left course.

HARD EDGE

Sensort **PSM46** 5/10 3D arcade/adventure
Has a good idea, then lots of bad ones. A woe-wing-a-doo tragedy. *Review by Dave*

HEART OF DARKNESS

Infogrames **PSM34** 7/10 2D adventure
Beautiful and cinematic, but with flawed gameplay.

HELLNIGHT

Konami **PSM55** 6/10 Action/adventure
Occasionally scary, but mostly just messy.

HERC'S ADVENTURES

Virgin **PSM26** 7/10 - RPG/platform puzzler
Intriguing introduction to the RPG through essentially a platformer with puzzles.

HOGS OF WAR

Infogrames **PSM60** 8/10 Pig 'em up
Basically it's Worms with pigs, but you'll be shocked to find a game that's this much fun.

HYDRO THUNDER

Midway **PSM58** 7/10 Racing game
A wonderful conversion of a very enjoyable arcade game, though you'll need to be patient.



IMPACT RACING

JVC **PSM9** 5/10 - Driving/shooting sim
Smiled arcade racer which excites initially, but soon becomes tiresome.

IN COLD BLOOD

SCEE **PSM60** 7/10 3D adventure
Good plot, nice ideas, but sadly flawed. It's actually more of a point and click adventure.

INCREDIBLE HULK

Eidos **PSM16** - 4/10 Action/adventure
Anger-inducing adventure/beat 'em up. Obviously Bruce Banner should sue.

INFESTATION

Jbi Soft **PSM62** 2/10 Space shoot 'em up
A very shoddy game with few redeeming features. Frustrating and unrewarding to play.

INTERNATIONAL TRACK & FIELD

Konami **PSM8** 8/10 Sports sim
Aching fingers aside, a bewilderingly addictive multi-player sports strategy.

INTERNATIONAL TRACK & FIELD 2

Konami **PSM55** 7/10 Sports sim
Only the graphics prove to be any real improvement on the original.

SPORTS SIM OF THE MONTH

NAME NFL Blitz 2000
By Midway
PSM54
9/10
Genre US football sim

A glorifying blend of NBA Jam, NFL Madden and WWF Attitude. NFL Blitz is a glorifying blend of play, swins, run and no end games go right. What we don't see with but one leg, but allowed for action handshakes to be performed. Any player that has been assigned to adrenaline, but not that. NFL Blitz is a superb sim that it actually allows America to watch the. Anyone will disagree it's a punter.

ISS DELUXE

Konami **PSM15** 8/10 - Football sim
Dateo graphics try to ruin a very playable game and don't help.

ISS PRO

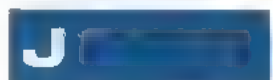
Konami **PSM19** - 9/10 - Football sim
Inconsistent yet immensely playable football. Still one of the finest available.

ISS PRO '98

Konami **PSM36** 9/10 Football sim
Virtually unrivalled in its field. The best.

ISS PRO EVOLUTION

Konami **PSM55** 9/10 Football sim
Breathtaking in every aspect. Effortlessly recreates the skill and tactical play of football.



JACKIE CHAN'S STUNTMANSTER

SCEE **PSM59** 6/10 Fighting game
Despite mixing fighting with platforming, this is just too repetitive.

JADE COCOON

Cave **PSM53** 6/10 RPG
Creates along at a grandiose pace, but is addictive. All the same.

JET RIDER 2

SCEE **PSM30** 8/10 Racing game
Great bikes and physics, lots of imagination but the course design doesn't match its ambition.

JET RIDER 3

SCEE **PSM56** - 3/10 - Racing game
Fast, frantic and totally flawed.

JIMMY WHITE'S 2: CUEBALL

Virgin **PSM59** 5/10 Snooker sim
Unfortunately, the sport is too slow to be much fun on the PlayStation.

JOJO'S BIZARRE ADVENTURE

Virgin **PSM58** 6/10 2D beat 'em up
For beat 'em up purists and Japanophiles only.

JONAH LOMU RUGBY

Codemasters **PSM19** 7/10 Rugby sim
Not as solid as the map, however, but challenging if you persevere.

JUMPING FLASH

SCEE **PSM1** 8/10 Platformer
Original stab at the platform genre which impresses while it lasts.



KENSEI: SACRED FIST

Konami **PSM41** 9/10 Beat 'em up
Tekken 3 is safe, but this comes a close second.

KILLER LOOP

Cave **PSM56** 4/10 Racing game
Nothing can save this from being, in every department, inferior to Wipacut.

KINGSLEY'S ADVENTURE

SCEE **PSM51** 6/10 - Platformer
A well-designed and charming adventure but of limited appeal to hardcore gamers.

KKND: KROSSFIRE

Infogrames **PSM45** 6/10 Strategy/war game
A half-hearted strategy game that wanders into radioactive storms and never comes out.

KLONGA DOWN TO PLANTANOMILE

SCEE **PSM32** - 7/10 - Platformer
Entertaining story and cute cutaways, but old timers will whiz through it.

KNOCKOUT KINGS '99

EA **PSM41** - 8/10 Boxing sim
Excellent boxing sim giving you the chance to dance as Ali.

KNOCKOUT KINGS 2000

EA **PSM54** 7/10 Boxing sim
The best boxing game around, but given up competition that's not saying much.

KRAZY IVAN

Pygmalion **PSM3** 7/10 3D shoot 'em up
As slick as an arm, oil slick, but it sticks around for far too long.

KULA WORLD

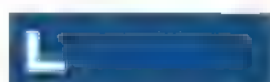
SCEE **PSM34** 8/10 Puzzle game
Excellent crafted and original. Can be frustrating, but then that's the point.

KURUSHI

SCEE **PSM24** 8/10 Puzzle game
Celebrating mental workout, let down only by a poor multiplayer option.

KURUSHI FINAL

SCEE **PSM49** 9/10 - Puzzle game
If you rate gameplay over aesthetics, this is an essential purchase.



LANDMAKER

Eos **PSM60** - 9/10 - Puzzle game
Landmarker is that rare thing, a game that makes you feel you're doing something constructive.

LEGO RACERS

Lego Media **PSM52** 6/10 Kart racer
Building the car is as much fun as the racing.

LEGO ROCK RAIDERS

Lego Media **PSM56** 6/10 Strategy game
A rag-bag of clever ideas, but never really get. Not enough brain fodder to satisfy hungry little minds.

LE MANS 24 HOURS

Infogrames **PSM54** 7/10 Racing sim
One for the discerning racer who cares more for racing than surface speed and glamour.

LEMMINGS 3D

SCEE **PSM1** 8/10 Puzzle game
The classic DMA puzzle game given a 3D facelift for the 32-bit generation.

LEMMINGS COMPILATION

Pygmalion **PSM39** 7/10 Puzzle game
A classic that retains its charm. If you get hooked, you'll just keep playing.

LIBEROGRADE

SCEE **PSM40** 7/10 Football sim
The choice for the purist of football pursuits.

LITTLE BIG ADVENTURE

EA **PSM19** 6/10 Arcade adventure
Typically weird Gaile songs-on visually charming, but deeply flawed.

LIVE WIRE

GT **PSM7** 7/10 Puzzle game
Too many extra features hamper the gameplay, but fun nonetheless.

LMA MANAGER

Codemasters **PSM51** - 8/10 - Football management
Without doubt, the best football management sim on the park. Nothing else can rival it.

LODGE

Gremlin **PSM42** - 7/10 Shoot 'em up
Marvelous lighting effects and frantic action, but it's our guess you'll live.

LOST VIKINGS 2

Gremlin **PSM19** 7/10 Platformer
Old-fashioned, multi-character puzzle. Still playable after 30+ time years.

LUCKY LUKE (RE-RELEASED)

Infogrames **PSM59** 2/10 Platformer
It's not even a good 2D platformer with gameplay so unsophisticated as to be banal.



MACHINE HUNTER

Eidos **PSM22** 7/10 Shoot 'em up
Aiming Gauntlet clone which breaks little new ground, but is fun anyway.

MADDEN '97

EA **PSM11** 8/10 American football sim
The first title in the PlayStation Madden series and a great sim in its own right.

MADDEN '98

EA **PSM26** 8/10 American football sim
At the time, the best American football game you'd find - despite the graphics.

MADDEN NFL '99

EA **PSM38** 8/10 American football sim
Update of the only American football game guaranteed to appeal to anyone.

MADDEN NFL 2000

EA **PSM59** 9/10 American football sim
Excellent update of the excellent Madden series. One of the best sports sim around.

MARVEL SUPER HEROES

Virgin **PSM28** 8/10 2D beat 'em up
Zu beat 'em up live. A last, a decent comic title for the PlayStation.

MARVEL SUPER HEROES VS STREET FIGHTER

Virgin **PSM46** - 9/10 - 2D beat 'em up
Playability, variety and strategy have all been sacrificed on the altar of superhero worship.

MARVEL VS CAPCOM

Virgin **PSM56** 7/10 2D beat 'em up
Veterans will love its depth, but newbies may have trouble persevering beyond the massive explosions.

MARY KING'S RIDING STAR

Midas **PSM55** 4/10 Riding sim
An over-sized, over-priced Tamagotchi.

MAX POWER RACING

Infogrames **PSM42** 7/10 Racing game
It feels unfinished and slightly sluggish.

MDK

Mercury **PSM27** 8/10 Third-person blaster
Intelligent and fun blaster with just the occasional graphical travesty.

MECHWARRIOR 2

Activision **PSM18** 9/10 - Mech strategy
Gripping PC conversion which ups the action ante with great effect.

MEDAL OF HONOUR

EA **PSM54** 9/10 Adventure/shoot 'em up
A historical perspective, objective-based missions and dense but action make this essential.

MEDIEVAL

SCEE **PSM38** 7/10 3D adventure
Plenty to enjoy, but you'll get frustrated at times.

MEDIEVAL 2

SCEE **PSM58** 8/10 3D adventure
A grade A platform adventure, with a sense of fun that's both rare and a pleasure to be part of.

MEGAMAN LEGENDS

Infogrames **PSM43** 7/10 - Action/RPG
Combines 3D action, role-playing and jaffs.

MEGAMAN X

Virgin **PSM43** 7/10 2D shoot 'em up
Likely to provide more challenges than most platformer adventures.

METAL GEAR SOLID

Konami **PSM31** 8/10 Break 'em up
Lacking in originality, but if you're after more than you won't be disappointed.

METAL GEAR SOLID SPECIAL MISSIONS

Konami **PSM31** 8/10 Break 'em up
Lacking in originality, but if you're after more than you won't be disappointed.

MICHAEL OWEN'S WLS '99

Eidos **PSM41** 8/10 Football sim
Intricate controls are mirrored by complex button combos, but do persevere.

MICRO MACHINES V3

Codemasters **PSM18** 9/10 Racing game
Cute, addictive dinky racing action with long-lasting appeal.

MICRO MANIACS

Codemasters **PSM57** 9/10 Racing game
Four mites will come round, armed with a Muff Tap, and you'll never rest again.

MILLENNIUM SOLDIER

Infogrames **PSM54** 6/10 Shoot 'em up
The idea's great, it just didn't quite come together.

MISADVENTURES OF TRON BONNE, THE

Eidos **PSM61** 5/10 Action adventure
Scores for silliness, but lacks any real substance.

MISSION: IMPOSSIBLE

Infogrames **PSM52** 6/10 Adventure
The overall effect is of a rushed game with unoriginal, inconspicuous.

MOHO

Take 2 **PSM61** - 8/10 - Arcade/puzzler
Original, fast accessible and has great replay value. A fantastically addictive game.

MONACO GRAND PRIX

Jbi Soft **PSM44** 7/10 Racing sim
Uncompromising handling and poor presentation mean it'll never catch the race leader.

MONKEY HERO

Take 2 **PSM41** - 7/10 Arcade adventure
Well-judged blend of gaming styles that's just the ticket for younger gamers.

MORTAL KOMBAT 3

GT **PSM2** 9/10 Beat 'em up
A fun conversion that now suffers in comparison to the likes of Tekken.

MOTO RACER

EA **PSM26** - 8/10 - Motorbike racer
Gets the adrenaline pumping, and keeps it flowing.

MOTO RACER 2

EA **PSM39** - 7/10 Motorbike racer
Let down by many niggles and annoyances. Good, but not great.

MOTOWHEAD

Gremlin **PSM32** 8/10 Arcade racing game
A true adrenaline rush of a game, with a daring bundle of interesting ideas.

MOTOR TOON GP2

SCEE **PSM12** - 8/10 Racing game
Gorgeous visuals and a wealth of courses but the handling's a bit shaky.

MR DOMINO

JVC **PSM34** 8/10 - Puzzle game
Unusual hero, unusual game. A highly rewarding title.

MTV SNOWBOARDING

THQ **PSM53** - 6/10 - Snowboarding sim
All snowboarding features present, but not correct.

NASCAR '99

EA PSM39 5/10 Racing game
Tedious course design and just plain dull

NASCAR 2000

EA PSM54 5/10 Racing game
A clever well-executed sim, but it's still dull

NBA BASKETBALL 2000

Activision PSM54 6/10 Basketball sim
It's easy to score baskets, but not as easy to concede them, making this a game of chance

NBA IN THE ZONE 2

Konami PSM16 8/10 Basketball sim
A clear improvement over the original. In terms of graphics, gameplay and realism

NBA IN THE ZONE 2000

Konami PSM58 5/10 Basketball sim
It's a sad day when a game as gritty as basketball gets turned into a game as hokey as this.

NBA JAM EXTREME

Activision PSM14 7/10 Basketball sim
Similar to the Tournament Edition in all but the smart new 3D visuals

NBA JAM TOURNAMENT EDITION

Activision PSM1 8/10 Basketball sim
This is a doco-looking but fast and playable retro-style shoot 'em up

NBA LIVE '97

EA PSM15 7/10 Basketball sim
Convincing, but it involves too much management

NBA LIVE '98

EA PSM28 8/10 Basketball sim
Another year another swanky EA update. Try turning off your can't

NBA LIVE '99

EA PSM41 8/10 Basketball sim
The best basketball sim yet

NBA PRO '98

Konami PSM31 7/10 Basketball sim
Finely-balanced sim that it provides hours of team-building fun

NBA SHOWTIME

Midway PSM55 7/10 Basketball sim
While it lacks in realism and polish, it makes up for it in gameplay and variety

NEED FOR SPEED

EA PSM5 8/10 Racing game
Rough-around-the-edges racer with an undeniably high fun factor

NEED FOR SPEED 3: HOT PURSUIT

EA PSM33 7/10 Racing game
Great if you love car chases, with the added bonus of an excellent two-player mode

NEED FOR SPEED: PORSCHE CHALLENGE

EA PSM59 8/10 Racing game
Inventive use of a lucrative licence, offering loads to enjoy with Good arcade fun

NEED FOR SPEED ROAD CHALLENGE

EA PSM46 8/10 Racing game
Emimently playable even if you don't have the power to compete with Ridge 4

NEWMAN HAAS RACING

Psygnosis PSM31 8/10 Racing sim
A brilliant Indy car adaptation of Psygnosis' successful F engine

NEXT TETRIS, THE

Hasbro PSM55 7/10 Puzzle game
Still mind-blowingly addictive and an undisputed classic, but hardly an original concept

NFL BLITZ

GTI PSM40 8/10 American football sim
One of the most addictive playable and fun sports games to appear in a long time

O NFL BLITZ 2000

Midway PSM54 9/10 American football sim
The most undownable game to hit PSM since Tony Hawk's Skateboarding

NFL GAMEDAY

SCEE PSM6 7/10 American football sim
The first American football game to appear on the PlayStation Good fun, too

NFL QUARTERBACK CLUB '97

Activision PSM16 8/10 American football sim
A smart interpretation of American football that tries nothing new

NFL XTREME

SCEE PSM39 6/10 American football sim
Fun for both single-player and two-players, but not quite extreme enough for our liking

NHL '98

EA PSM26 9/10 Ice hockey sim
Fantastic graphics, gameplay and sound

NHL '99

EA PSM39 8/10 Ice hockey sim
Strikingly familiar but tell the king of the sticks. More violent and even than its predecessor

NHL BLADES OF STEEL 2000

Konami PSM59 6/10 Ice hockey sim
Poor player A and a more stringent approach to skating leave it struggling

NHL CHAMPIONSHIP 2000

Activision PSM53 8/10 Ice hockey sim
The smooth and fast-paced action leaves you feeling battered and bruised, but it's so worthwhile

NHL FACE OFF '99

SCEE PSM45 8/10 Ice hockey sim
Displaying depth and finesse, this is a puck-whacking marvel of a game

NHL FACE OFF 2000

SCEE PSM55 7/10 Ice hockey sim
Top sounds and realistic play, but the graphics could be better. Ace fun, though

NHL ROCK THE RINK

EA PSM26 6/10 Ice hockey sim
The violence is, of course, quite funny, but it's not as good as multiplayer football

NIGHTMARE CREATURES II

Konami PSM1 7/10 Horror adventure
Simple good-looking, blood-thirsty fun that could have been so much more

NINJA: SHADOW OF DARKNESS

Eidos PSM37 6/10 3D fighting adventure
Competent but stodgy, and feels rather rushed. Experienced gamers will soon tire of it

NO FEAR MOUNTAIN BIKING

Codemasters PSM53 6/10 Biking sim
Never enough idea with no real flaws but there's nothing to keep you going back for more

NUCLEAR STRIKE

Virgin PSM24 7/10 Strategy shooter
An intriguing and varied capter sim, blemished by a few key faults

N2O

Gremlin PSM35 7/10 Shoot 'em up
Unadventurous, original, uninspiring, but still oddly entertaining



ODDWORLD: ABE'S EXODUS

GTI PSM39 8/10 Platformer
A beautifully put together and enchanting game, but a bit too close to its predecessor

ODDWORLD: ABE'S ODDYSSEY

GTI PSM24 9/10 Platformer
Lovely to look at and chock-a-block with great ideas. A joy to play

O.D.T.

Psygnosis PSM40 8/10 3D adventure
A decent game that doesn't feel refreshingly different, but still very user-friendly

OLYMPIC GAMES

JS Gold PSM9 5/10 Sports sim
Stumbles miserably over the finishing line way behind international Track & Field

OLYMPIC SOCCER

JS Gold PSM3 7/10 Football sim
A realistic but accessible attempt at the footie genre. Plenty of depth

OMEGA BOOST

SCEE PSM47 7/10 Mech shoot 'em up
It will begale you with its pretty exterior before bewildering you with its old-school play

ONE

ASC PSM30 6/10 3D shoot 'em up
Frantic, thrilling, gorgeous, thought-provoking, but too damn small

OVENIMOOD

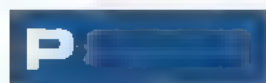
EA PSM21 6/10 3D adventure
An atmospheric opening gives way to an uninspiring adventure

OVERBLOOD 2

PBM Systems PSM55 4/10 RPG
Lacks both atmosphere and playability. Avoid

OVERBOARD!

Psygnosis PSM26 8/10 Strategy game
A dull save system but this is a prime piece of monolithic perfection



PAC-MAN WORLD

SCEE PSM53 7/10 Platformer
Pac-Man has been reinterpreted for the millennium and the result is a delight in its own right

PANDEMONIUM

BMG PSM14 9/10 Platformer
Gorgeous-looking cutesy platform romp. A classic

PANDEMONIUM 2

BMG PSM27 8/10 Platformer
Not quite the best, but its predecessor was, but still one hell of a gas

PANZER GENERAL

Mindscape PSM4 8/10 Strategy war game
The stodgy graphics may put some people off, but this is highly-playable title

PARAPPA THE RAPPER

SCEE PSM23 8/10 Music game
Undoubtedly one of the most original computer games ever

PARASITE EVE 2

Square PSM62 7/10 3D adventure/RPG
The curious hybrid gameplay makes it interesting, but overall it's not doing itself justice

PENNY RACERS

SCEE PSM14 5/10 Racing game
A tiny race, which looks like it was driven fast

PET INTV

SCEE PSM38 5/10 Tamagotchi game
Too tedious for kids, too unrewarding for adults

PGA TOUR '96

EA PSM2 8/10 Golf sim
A well-produced and addictive golfing experience, but not as good as Everbody's Golf

PGA TOUR '97

EA PSM12 7/10 Golf sim
Offers more of the same, but is still a top-of-the-range golf game

PGA TOUR GOLF '98

EA PSM28 7/10 Golf sim
Well worth a look if you don't have any of the others in the series. Not worth upgrading, though

PHAT AIR EXTREME SNOWBOARDING

Firesoft PSM36 5/10 Snowboarding sim
A jerky and disjointed control system provides little game satisfaction

PHILOSOMA

SCEE PSM4 5/10 Shoot 'em up
A lack of all shoot 'em ups which proves a master of none

PITBALL

Time Warner PSM13 7/10 Sports sim
Difficult to get into at first but becomes fun for those who persevere

RPG OF THE MONTH

Game Vagrant Story
Platform PS2
Score PSM60 9/10
Genre Action RPG

Vagrant Story is an oddity. The clock outside the inn, the persistent presence of the moon, the way the game's story is told, the way the game's world is built, the way the game's music is composed, the way the game's art is designed, the way the game's story is told, the way the game's world is built, the way the game's music is composed, the way the game's art is designed...

PITFALL 3D: BEYOND THE JUNGLE

Activision PSM32 7/10 3D platformer
A good, solid platformer that makes admirable use of the third dimension

PLAYER MANAGER 2000

3DO PSM58 9/10 Football management
A great game, but it's a pity it's not on the PlayStation 2

PLAYER MANAGER SEASON 98-99

Infogrames PSM42 8/10 Football management
Thoroughly enjoyable game, but it's a pity it's not on the PlayStation 2

POCKET FIGHTER

Virgin PSM38 8/10 2D beat 'em up
Proof that 2D beat 'em ups are a worthy alternative to polygonal pugilism

POINT BLANK

SCEE PSM32 7/10 Lightgun game
Not as technically impressive as Time Crisis, but provides the same fun with a different gameplay

POINT BLANK 2

SCEE PSM50 8/10 Lightgun game
Point Blank remains an entirely unique title and the second person to win a prize

PONG

Hasbro PSM55 5/10 Retro arcade game
Retro gaming at its most strikingly average. Good for a few teapots but simple in the extreme

POOL ACADEMY

Ubi Soft PSM60 4/10 Pool sim
The ball physics work just fine, it's the clumsy controls that let it down

POOL HUSTLER

Sumsoft PSM42 6/10 Pool sim
Amazingly backs the variety and diversity of sports games on the PlayStation 2

POOL SHARK

Gremlin PSM40 8/10 Pool sim
Successfully manufactures angle put position and action, spot on

POP IT POP

JVC PSM53 8/10 Puzzle game
While it won't corrupt your mind it will give you sleepless nights apently

POPULOUS: THE BEGINNING

EA PSM44 8/10 Strategy game
While it lacks the immediate fun of C&C it will do as well as it can

PORSCHE CHALLENGE

SCEE PSM19 8/10 Racing game
Combines the exhilaration of an arcade game with the realism of a sim

POY POY

Konami PSM31 7/10 Puzzle game
Solo mode lacks spirit but play it with friends and it won't disappoint

POY POY 2

Konami PSM42 7/10 Puzzle game
As an update it's disappointing, but still very good multi-player fun

PREMIER MANAGER '99

Gremlin PSM43 7/10 Football management
Fine for realism, but nothing new to offer above last year's effort

PREMIER MANAGER 2000

Infogrames PSM57 6/10 Football management
Despite its face lift, it remains old-school. Not smart enough to tackle LMA Manager

PRO 18 WORLD TOUR GOLF

Psygnosis PSM46 8/10 Golf sim
If you're looking for a good serious golf sim, you've found it

PRO PINBALL: BIG RACE USA

Empire PSM43 3/10 Pinball sim
Great graphics, but pointless and redundant

PRO PINBALL: THE WEB

Empire PSM9 7/10 Pinball sim
Only offers one table, but sure plays a mean pinball game

PRO PINBALL: TIMESHOCK

Empire PSM30 7/10 Pinball sim
Best pinball sim to date if slightly too familiar and far too expensive

PROJECT OVERKILL

Konami PSM12 7/10 Shoot 'em up
Sci-fi blast-em-all-over-the-shop title with guns and game aplenty

PROJECT X2

Ocean PSM15 7/10 Shoot 'em up
Self-consciously old-school 2D blaster

PSYCHIC FORCE

Acclaim PSM20 7/10 Beat 'em up
Sundae soufflé apart from a truly bizarre floaty combat system that is

PUCHI CARAT

PBM Systems PSM31 7/10 Puzzle
Features a mode that is the 100 puzzle against that is the Real A Move series



Q*BERT

Hasbro PSM58 4/10 Puzzle/strategy game
Oh, outdated and, most importantly, very boring. Proof that all things retro are not good

QUAKE II

Activision PSM52 10/10 Shoot 'em up
Bow before the undisputed god of first-person shooters



RADIKAL BIKERS

Infogrames PSM59 4/10 Pizza delivery sim
Another missed opportunity for an old arcade favourite to be updated and improved

RAGE RACER

SCEE PSM21 9/10 Arcade racer
Fabulous arcade racer with perfectly-tuned gameplay and slick visuals

RAGING SKIES

Warner PSM10 6/10 Combat flight sim
Graphically impressive at the time but lacking in tactical realism

RAIDEN

Ocean PSM2 7/10 Shoot 'em up
Semi-realistic Raiden brought home with accuracy. Dated, yes, but fun

RAINBOW SIX

Red Storm PSM52 5/10 Action/adventure
Could have been a contender but it's not. Several key flaws render it overwhelmingly average. A missed opportunity

RALLY CROSS

SCEE PSM21 7/10 Racing game
Immensely frustrating at first but does offer a considerable challenge

RALLY CROSS 2

SCEE PSM44 6/10 Racing game
This enthusiastic racing game is essentially driving right and lacking in death

RALLY CHAMPIONSHIP

EA PSM56 7/10 Racing game
Essentially this is an arcade racer in a sim's body. A flawed masterpiece

RALLY MASTERS

Infogrames PSM59 7/10 Racing game
Looks a bit rubbish, but it's an idea antithetical to the hyper-realism of Colin McRae 2

RAPID RACER

SCEE PSM25 6/10 Racing game
Well-designed but more of a novelty than a thrilling racing experience

RAY TRACER

SCEE PSM21 7/10 Racing game
A fine arcade style experience which doesn't get any closer

RAYMAN

Ubi Soft PSM1 7/10 Platformer
Nice to look at and challenging, if a little awkward to play

RAYMAN 2: THE GREAT ESCAPE

Ubi Soft PSM62 8/10 Platformer
A slick, smart and well thought-out cartoon adventure with plenty of tricks up its sleeve

READY 2 RUMBLE

Midway PSM54 7/10 Boxing game
A genuinely-funny and extremely-stylish boxing game that's let down by its controls

REBOOT: COUNTDOWN TO CHAOS

EA PSM32 7/10 3D shoot 'em up
Atmospheric scenario and interesting control system lend weight, but we've seen it all before

REEL FISHING

Crave PSM55 6/10 Fishing sim
The perfect way to get in on the riverside action. Just don't forget to pack a couple of matchsticks

► RESCUE SHOT

SCEE *PSM61* 5/10 Lightgun game
A decent introduction to lightgun games for the younger gamer but not a classic.

◊ RESIDENT EVIL

Virgin *PSM8* 9/10 3D adventure
City-ling, bio-co-drenched action mixed with fiendish puzzles. A horror legend.

◊ RESIDENT EVIL 2

Virgin *PSM31* 9/10 3D adventure
A classic game that's every bit the equal of its illustrious predecessor. Not long, but great.

◊ RESIDENT EVIL 3: NEMESIS

Edios *PSM55* 10/10 3D adventure
Quite simply brilliant. A believable environment with hell-spawners and superb puzzles.

RESIDENT EVIL: SURVIVOR

Edios *PSM58* 8/10 Shooting game
The inclusion of a Save Game feature would have made it more playable, but it's hugely entertaining.

RE-VOLT

Acclaim *PSM57* 4/10 R/C racing game
A disturbingly easy game which betrays definite signs of having been rushed out.

► RIDGE RACER

SCEE *PSM1* 9/10 Racing game
It was the quintessential PlayStation racer in its day. Still not bad for 1995.

► RIDGE RACER REMIXED

SCEE *PSM6* 8/10 Racing game
Improves the visuals a little, adds a couple of new features, and it's there.

◊ RIDGE RACER TYPE 4

SCEE *PSM45* 9/10 Racing game
If you're turned off by engines you'll find your need for speed satiated here.

↑ RISING ZAN:

THE SAMURAI SAMURAI
Agelec *PSM53* 5/10 3D adventure
Highly-flawed attempt at a fresh crossover.

RIVAL SCHOOLS

Virgin *PSM40* 8/10 Beat 'em up
A well-balanced game with an excellent two-player mode.

ROAD RASH 3D

EA *PSM34* 7/10 Motorbiking game
Above-average arcade racer. A matter of taste.

ROAD RASH: BURNOUT

EA *PSM59* 4/10 Motorbiking game
We'll pass its sell-by date, lacking even the elements of a half-decent modern racer.

ROADSTERS

Titus *PSM53* 5/10 Racing game
Some entertainment to be had, but a thoroughly mediocre race.

◊ ROLLRAGE

Psygnosis *PSM43* 9/10 Future racing game
Excellent handling may alienate racing purists, but play it on two-player and you'll soon get hooked.

◊ ROLLRAGE STAGE II

SCEE *PSM57* 9/10 Future racing game
Racers don't get much more exciting than this. With improved graphics and expanded gameplay.

RONALDO V-FOOTBALL

Infogrames *PSM60* 7/10 Football sim
Like Ronaldo himself, he never really lives up to his early promise, yet it's still strangely compelling.

ROBIN BLADE

Konami *PSM54* 6/10 3D adventure
A very good idea, but the execution could have been so much better.

ROSCO MCQUEEN

SCEE *PSM27* 7/10 Platformer
Won't make your jaw drop, but it oases playability.

R-TYPE DELTA

SCEE *PSM45* 8/10 Shoot 'em up
An updated, updated 2D shooter which does a lot that previous versions haven't. But it's fun.

R-TYPES

Virgin *PSM37* 8/10 Shoot 'em up
Fighting great. If you know who Jason King is, it's a must.

RUGRATS

THQ *PSM44* 4/10 Platformer/adventure
A disappointing re-working of occasionally effective TV. Only for those of a single figure age.

RUGRATS: STUDIO TOUR

THQ *PSM60* 6/10 Platformer/adventure
Not bad. But neither is it brilliant. Definitely an improvement on the last release.



SAGA FRONTIER 2

Starcom *PSM58* 8/10 RPG
Atones for its lightweight story by feeding you chocolate-coated strategy with a hardcore, intense.

SAMPRAS EXTREME TENNIS

Codemasters *PSM9* 7/10 Tennis sim
A good-but-not-brilliant tennis sim which lacks the oomph of a true classic.

SCARS

Ubi Soft *PSM36* 8/10 Racing game
A great racing game that will give Circuit Racers a run for its money.

SENTIENT

Psygnosis *PSM18* 7/10 3D adventure
A fascinating, in-depth experience marred only by the frustrating control system.

SHADOW GUNNER

Ubi Soft *PSM42* 6/10 Mech shoot 'em up
Not quite as good as MechWarrior 3, but it's still a decent mech shooter.

SHADOW MADNESS

SCEE *PSM55* 6/10 RPG
Basic stop-gap for the more dedicated RPG fan.

SHADOWMAN

Acclaim *PSM51* 8/10 3D adventure
A decent action-adventure game with a decent story.

SHANGHAI TRUE VALOR

Sunsoft *PSM42* 6/10 Oriental puzzler
A solid, nicely varied version of a classic game.

SHAOLIN

THQ *PSM56* 5/10 Beat 'em up
Barely let down by its controls and poor presentation. Nice idea, shame about the execution.

SILENT RANGER

Studio 3 *PSM62* 7/10 Shoot 'em up
Well presented and enjoyable, there's plenty of fun to be had here, but it can be very frustrating.

◊ SILENT HILL

Konami *PSM48* 10/10 Survival horror
A stunning, genre-defining adventure. This is a landmark game.

SIM CITY 2000

Maxis *PSM11* 7/10 Strategy game
Poor tools and addictive gameplay clash in this build-to-sim classic.

SKULL MONKEYS

EA *PSM30* 7/10 2D platformer
Polished and playable, but ultimately repetitive.

SLAM FUNKY

BMG *PSM9* 5/10 Basketball sim
Offers an alright-on-one-player mode but is overshadowed by finer titles.

SLASHFAPE

MTV *PSM18* 6/10 Shoot 'em up
Flat, barren, uninspiring blaster which thinks it's original. But it isn't.

SLED STORM

EA *PSM51* 8/10 Snowmobile game
A hectic cocktail of jumps, short-cuts and tricks with ice, unpretentious and highly playable.

SMALL SOLDIERS

EA *PSM40* 5/10 Platformer
Nothing to do with the film and an extremely limp game in its own right.

SMASH COURT TENNIS

SCEE *PSM14* 6/10 Tennis sim
Colourful and quality, but too slow and fiddly for the ice-cream game.

SNOW CROSS CHAMPIONSHIP RACING

Crave *PSM62* 8/10 Winter sports sim
A slick fun and well-presented racer that knocks along at a fair old pace. Well worth a look.

SNOW RACER

Ocean *PSM32* 8/10 Winter sports sim
Combines the merits of skiing and snowboarding to great effect.

SOCCER '97

Edios *PSM20* 6/10 Football sim
Working end-to-end action slightly compromised by poor visuals.

SOUL BLADE

SCEE *PSM19* 8/10 3D beat 'em up
Great weapon-based fighter which saves the ruddy face of Tohshudon.

◊ SOUL REAVER: LEGACY OF KAIN

Edios *PSM43* 9/10 3D action/adventure
New gameplay tricks and an amazing structure make it a close second to Tomb Raider.

SOUTH PARK

Acclaim *PSM54* 3/10 First-person shooter
Fun for a while, then you realise the unspeakably repetitive gameplay is never going to change.

SOUTH PARK: CHEF'S LUV SHACK

Acclaim *PSM54* 3/10 Quiz game
You can have more fun with a pub quiz machine than with SSC Haves being a bit rude.

SOUTH PARK RALLY

Acclaim *PSM56* 5/10 Kart racer
Plenty of sub-games and hidden secrets, but there are better karting games out there.

SOVIET STRIKE

EA *PSM13* 7/10 Combat flight sim
It's short and unoriginal, but offers an addictive blast while it lasts.

SPACE DEARS

SCEE *PSM55* 6/10 Space shoot 'em up
A solid and extremely-challenging shoot 'em up, but the whole concept is a touch dated.

SPACE INVADERS

Activision *PSM55* 5/10 Arcade shoot 'em up
This game will leave a permanent stain on the heads-in-the-gunses of even the most dedicated fan.

SPEC OPS: STEALTH PATROL

Take 2 *PSM7* 4/10 Stealth em up
Lots of good ideas, but seemingly put together with minimal thought.

◊ SPEED FREAKS

SCEE *PSM49* 9/10 Kart racer
The concentration on gameplay is refreshing, offers all you could want from a culty racer.

◊ SPIDER-MAN

Activision *PSM62* 9/10 Adventure
Addictive adventure that grips you to the end. Spider-Man is a joy to play, and it looks great.

SPIN JAM

Empire *PSM61* 6/10 Puzzle game
A fairly decent puzzle game, but you'd be better off with one of the original Bird-A-Moves.

SPYRO THE DRAGON

SCEE *PSM39* 8/10 Platformer
Charming and superbly polished but spoiled by a lack of challenge early on.

◊ SPYRO 2: GATEWAY TO GLIMMER

SCEE *PSM52* 10/10 Platformer
As brilliantly balanced as it is sweetly pretty and as close as you're going to get to perfect.

STAR IXIOM

SCEE *PSM57* 7/10 Space shoot 'em up
Narciso add as a simple fly-and-shoot formula by throwing everything it can at it.

STAR OCEAN: THE SECOND STORY

SCEE *PSM57* 7/10 RPG
An enjoyable RPG that's hampered by its scripting.

◊ STAR TREK: INVASION

Activision *PSM62* 9/10 3D space shooter
Star Trek games shouldn't be this much fun. Invasion is the definitive 3D sci-fi shooter.

◊ STAR WARS EPISODE I: THE PHANTOM MENACE

Activision *PSM46* 9/10 Action/adventure
The Force is strong in this one. A highly successful crossover of genres.

STAR WARS EPISODE I: JEDI POWER BATTLES

Activision *PSM58* 7/10 Action/adventure
Slick, entertaining and eminently playable.

STAR WARS: MASTERS OF TERÄS KÄSI

Virgin *PSM32* 6/10 Beat 'em up
A beat 'em up sheep in Star Wars clothing. Enjoyable but not perfect.

STARFIGHTER 3000

Telesat *PSM9* 5/10 Space combat
The tough flight mode and mediocre graphics hinder an adequate game.

STEEL REIGN

SCEE *PSM29* 5/10 Tank shoot 'em up
Disappointingly average. Harmless and inoffensive, but not much fun either.

STREAK

GTA *PSM40* 6/10 Future sports
Spoiled by a twitchy and awkward control system and a lack of finish.

RACER OF THE MONTH



TOCA World Touring Cars
Codemasters
PSM62
10/10
Sports R/C Racing sim

If you thought TOCA 2 was fun, double it. And add four World Touring Cars is a non-stop racing excitement. A lot of car components, with wheels of tough championship-winning and anodized aluminium. Exhausting rear-view mirrors, modified or meticulous detail and accurate handling. A 60-stop short of being as hard as the book as *Urban Turismo*. Exciting, oh yes.

STREET FIGHTER ALPHA

Virgin *PSM5* 8/10 2D beat 'em up
Proof that there's still a place for 2D tussling on the PlayStation.

STREET FIGHTER ALPHA 2

Virgin *PSM13* 8/10 2D beat 'em up
More proof that there's a place for 2D tussling on the PlayStation.

◊ STREET FIGHTER ALPHA 3

Virgin *PSM44* 9/10 2D beat 'em up
If you think gameplay is more important than meter-mapped polygons, consider this a 10.

STREET FIGHTER COLLECTION

Virgin *PSM30* 8/10 Beat 'em up
Despite being a bit of a mixed opportunity, this is a little slice of gaming history.

STREET FIGHTER COLLECTION 2

Virgin *PSM45* 7/10 Beat 'em up
There is little that's new here. If you love Street Fighter games, add two.

STREET FIGHTER EX 2 PLUS

Virgin *PSM59* 7/10 Beat 'em up
The slightly ad-back pace removes the urgency of its 2D siblings. It's a tad too easy.

◊ STREET FIGHTER EX PLUS ALPHA

Virgin *PSM25* 9/10 3D beat 'em up
If you were a fan of SF2 this will seem like a second honeymoon.

STREET RACER

Ubi Soft *PSM13* 7/10 Racing game
Polished cartoon graphics and good, honest gameplay mark this racer.

STREET SKATER

EA *PSM44* 8/10 Skateboarding sim
A solid unashamedly-arcade effort. Not bad, but no competition for Tony Hawk's.

STREET SKATER 2

EA *PSM58* 8/10 Skateboarding sim
Fun to play and guaranteed to keep you going until your thumbs blister.

SUIKODEN

Konami *PSM15* 7/10 RPG
Historic Japanese RPG masterpiece. Recommended for the converted.

SUIKODEN II

Konami *PSM57* 7/10 RPG
Follows the RPG blueprint with panache.

SUPERBIKES 2000

EA *PSM57* 7/10 Motorbiking sim
Could have been superb, but as it stands it's fairly gratifying and, if slightly limited, fun.

SUPERCROSS 2000

EA *PSM55* 4/10 Motorbiking sim
Falls as both a racing game and a stuntier due to its exceptionally poor design.

◊ SUPER PUZZLE FIGHTER 2

Virgin *PSM20* 9/10 Puzzle game
Fans of the genre will find this almost perfect.

SWAMAN

Core *PSM20* 6/10 Arcade adventure
Tries hard to please, but the controls are far too frustrating. A damn shame.

◊ SYNDICATE WARS

EA *PSM21* 9/10 Strategy/action game
A superbly atmospheric, dark and challenging title. Not to be missed.

SYPHON FILTER

SCEE *PSM47* 8/10 Shoot 'em up
It's replete with great features and engrossing set pieces, but a bit short.

◊ SYPHON FILTER 2

SCEE *PSM57* 9/10 Shoot 'em up
A tasty formula that has been lovingly updated with more varied pace and inspired subplots.



TANK RACER

Gremlin *PSM44* 6/10 Racing game
Try to ignore its ugly face and revel in its fur-filled soul.

TARZAN

SCEE *PSM51* 7/10 Platformer
If you're after a nice game try Tarzan. It's very playable, but not the most original title around.

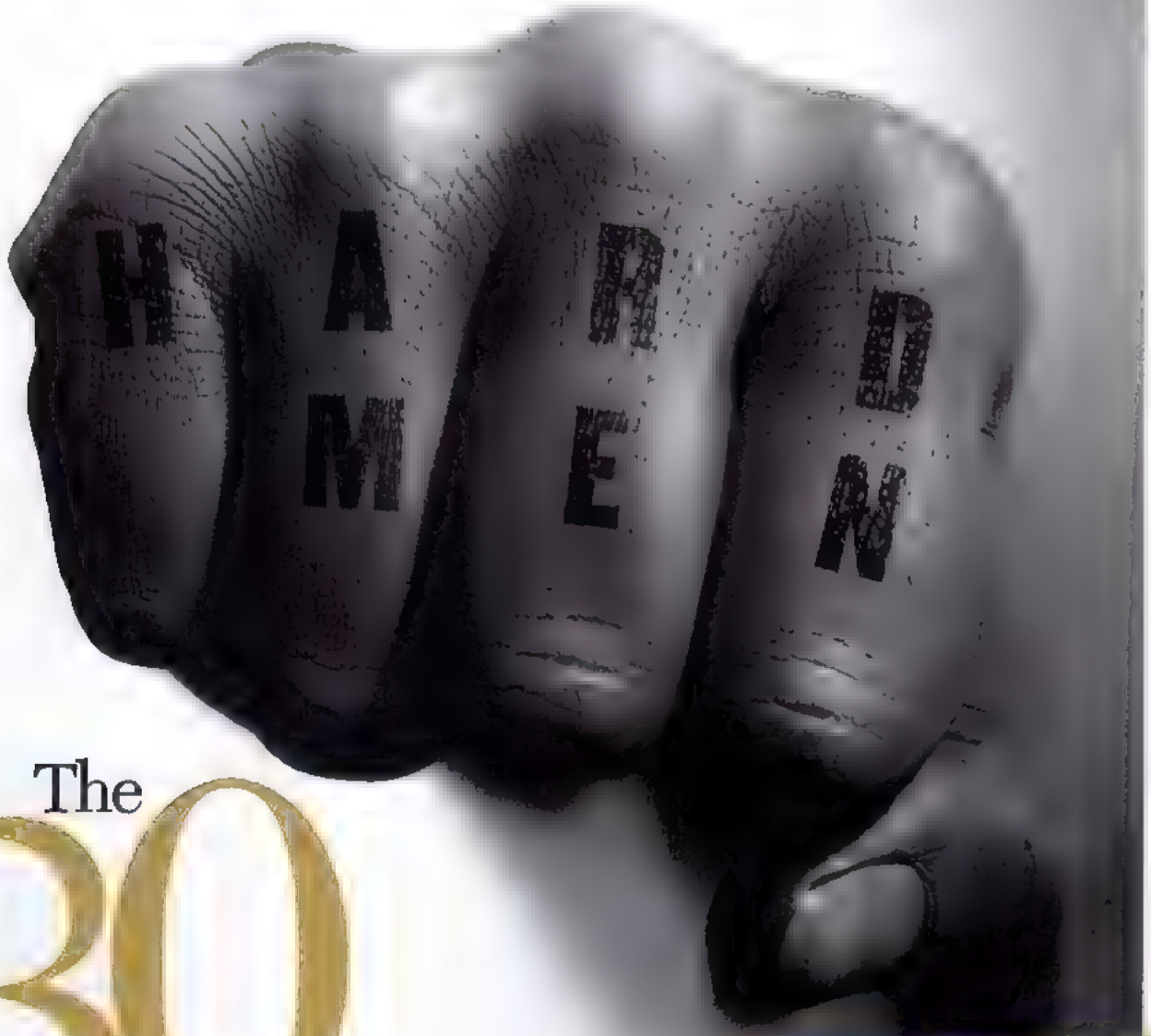
TEKKEN

SCEE *PSM2* 9/10 3D beat 'em up
A masterpiece. Instrumental in the early success of the PlayStation.

◊ TEKKEN 2

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COMPETITION

ON YER BIKE



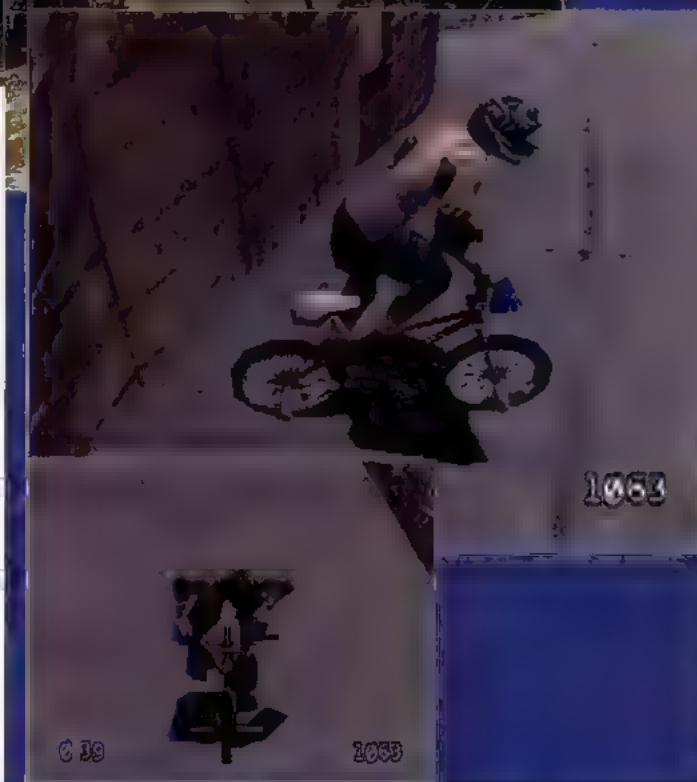
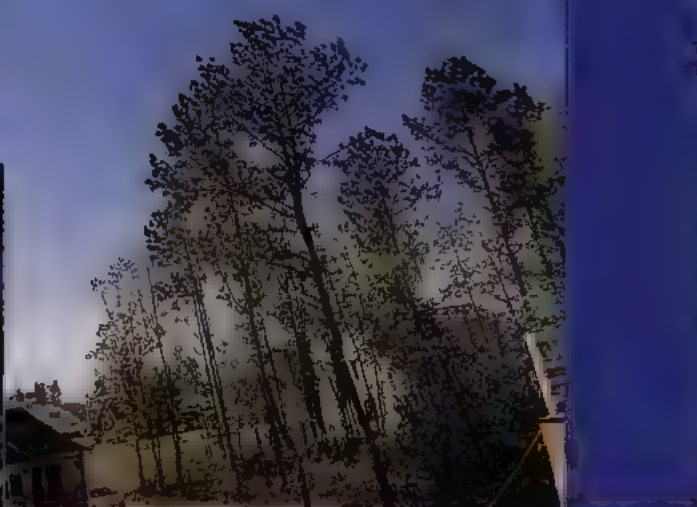
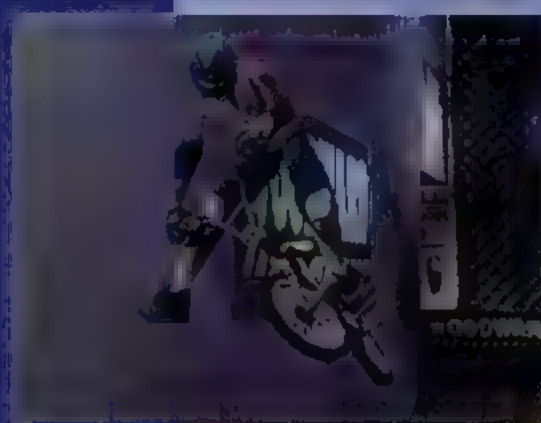
BMX doesn't let you want to get on your bike, and frustrate the hell out of a few old people, then here's your chance to do it in style. The game publisher, Activision, is giving away ten of the bikes used by Mr Mirra himself. Otherwise known as The Shredder, this is an ordinary bike, as well as the standard two wheels and a frame that you'd expect. You get all the necessary modifications of a town bike: stem, seat, and handlebars. Ten lucky winners will receive a bike, a helmet, and a copy of the game. The winner will be chosen by a random draw. Whether it's your mum, your priest, or just your conscience nagging at you to get out on those bright sunny afternoons, you can get outside, practice your tricks, and improve your chances in the game at the same time.

To win this fabulous prize all you need to do is answer the following question and call 09013 882251 between 6/9/2000 and 3/10/2000 with the correct answer.

What does BMX stand for?

1. British Motocross
2. Bicycle Motocross
3. Barmy Motocross

The Rules
No purchase necessary. All legal residents of the United Kingdom who are at least 16 years old at the time of completion of this competition may enter. There is no cash alternative to the prize. Cheating will result in disqualification. All calls for this competition must be made between 6/9/2000 and 3/10/2000. The editor's decision is final and no correspondence will be entered into.



BEAN BAG

As professional gamers we at PSM know how important it is to be comfortable when playing PlayStation. So, with your interests at heart, we got a hold of three of these super-comfy giant bean bags. Perfect for playing games on, they come in numerous different colours including metallic and animal print, and are made of ultra-durable vinyl. To get your hands on a bean bag all you need to do is answer this question and call **09013 882252** between 6/9/2000 and 3/10/2000 with the correct number.

Q: What flavour sauce are baked beans most at home in?
1. Tomato 2. Cheese 3. Strawberry

»Cells cost 25p (less than a stamp). Check with the bill-payer before you call. See Competition Rules»



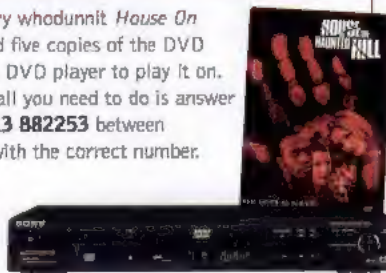
HOUSE ON HAUNTED HILL

To mark the release of scary whodunnit *House On Haunted Hill* we've nabbed five copies of the DVD and, for one lucky reader, a DVD player to play it on. To win this fantastic prize all you need to do is answer this question and call **09013 882253** between 6/9/2000 and 3/10/2000 with the correct number.

Q: House On Haunted Hill is a remake of a film first released in which year?

1. 1952 2. 1958 3. 1961

»Cells cost 25p (less than a stamp). Check with the bill-payer before you call. See Competition Rules»



THUNDERBIRDS ARE GO

Fans of the *Thunderbirds* will be pleased to hear that it's returning to our screens later this year. To celebrate we've got a barrel-full of talking *Thunderbirds* figures and toys. To be one of our six winners answer this question and call **09013 882254** between 6/9/2000 and 3/10/2000 with the correct number.

Q: Which Thunderbird does Virgil pilot?
1. Thunderbird 1 2. Thunderbird 2 3. Thunderbird 3

»Cells cost 25p (less than a stamp). Check with the bill-payer before you call. See Competition Rules»



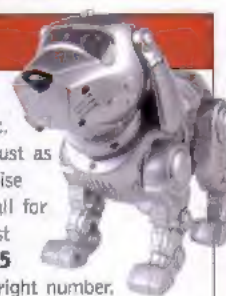
TEKSTA

Cyber-pup Teksta is the new sensation from Vivid Imaginations, the creators of Flat Eric. The high-tech pup is programmed to react just as an eight-week-old puppy would. He'll recognise your voice and be a loyal and faithful pet, all for under £50. To be one of our ten winners just answer this question and call **09013 882255** between 6/9/2000 and 3/10/2000 with the right number.

Q: What was the name of the computerised dog in the Dr Who series?

1. K8 2. K9 3. K10

»Cells cost 25p (less than a stamp). Check with the bill-payer before you call. See Competition Rules»



SEPTEMBER WINNERS

Issue 61's crossword clever dogs won William Brightman, who successfully worked out the prize word of 'Elder'. William, of Dulwich in London, wins a staggering £200 worth of goodies from those lovely boys and girls at Infogrames. The lucky winner of our *Dukes of Hazard* compo was Kevin Newton of Kings Lynn in Norfolk. Kevin wins a copy of the game and a die-cast General Lee car signed by 'Cooter'.



COMPETITION ENQUIRIES

PSM, Future Publishing,
 30 Monmouth Street,
 Bath, BA1 2BW

THOSE COMPETITION RULES

No purchase is necessary. The editor's decision is final, no correspondence will be entered into, no employees of Future Publishing or competition companies can enter and there is no cash alternative. Calls must be made between 6/9/2000 and 3/10/2000. All usual competition rules apply.

OFFICIAL UK PlayStation Magazine CROSSWORD

Finally, your chance to use that PlayStation brain knowledge and win £200 worth of goodies from the lovely Infogrames, send your answer to 'PSM Crossword 63' at the usual address. First correct answer wins!

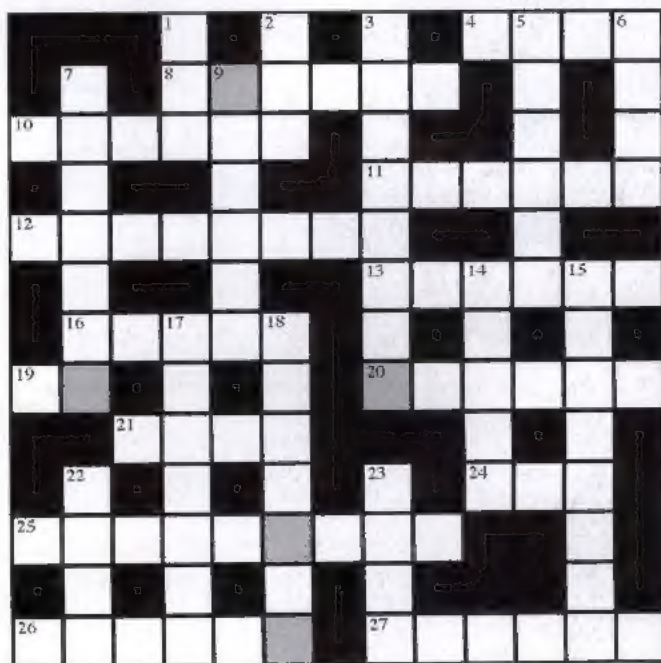


CLUES ACROSS

- 4 Mr Phoenix, biker character of Tekken acclaim (4)
- 8 _ Vs Capcom, be amazed at this fighter (6)
- 10 Japanese space battleship release (6)
- 11 _ _ Blood, 3D spy thriller in which you play John Cord (2,4)
- 12 Interactive, like many of the games on PSM's demo disc (8)
- 13 _ Hearts, one who does deliberate damage (6)
- 16 Birds of prey connected to PlayStation skateboarder Tony (5)
- 19 Who Wants To _ A Millionaire, PlayStation quiz show conversion due this autumn (2)
- 20 Sony's console to console cable (4-2)
- 21 Planet of the _ , film-based PlayStation adventure in development (4)
- 24 _ Race, space above ground for a flight sim (3)
- 25 Project S.W.A.R.M. alien insect shooter (9)
- 26 _ Senna Kart Duel 2, ropy old racer (6)
- 27 _ Scope, noiseless arcade conversion of a PS2 first-person shooter? (6)

CLUES DOWN

- 1 _ Manager 2001, revamp of Codemasters' all-conquering football management sim (3)
- 2 Non-amateur playing Mat Hoffman's BMX (3)
- 3 _ 2, platform adventure sequel that sounds like it's still in the Dark Ages (8)
- 5 The Honda from TOCA 2 (6)
- 6 _ maker, Taito's pioneering puzzler ideally played on terra firma (4)
- 7 _ To _ King, the new name for Evil Dead: Ashes 2 Ashes (4,3)
- 9 Donald Duck: Quack _ , Ubi Soft's new Disney game (6)
- 14 Tenuki-style Japanese assassin (5)
- 15 _ Eiji: Tokyo Wars, Japanese title featuring alien-battling schoolgirls (8)
- 17 Special Edition racer based on highlights of the first three games (7)
- 18 Grind _ , some time spent on a new PS1 skateboarding sim (7)
- 22 The Men of the Sarge's Heroes shoot 'em up (4)
- 23 They unlock access to parts of many an adventure game (4)



After completing the crossword rearrange the letters from the five shaded squares to spell out the prize word - a monster PS1 Resurrection.

COMPILED FOR OFFICIAL UK PLAYSTATION MAGAZINE BY ALERIC LINDEN

AND FINALLY...

My Development Hell

Text: Nick Ellis

Illustration: Stuart Harrison

THE *LOTHAR!* TEAM HIRES A PUBLICIST AND HEADS OFF TO A TRADE SHOW IN LONDON TO SUCK UP TO JOURNALISTS. WITH A MAN IN A DOG SUIT

Freviously on My Development Hell: a preview mauling, a bit of troubleshooting, a new toaster and a dead rat.

Thursday, 18th

For those of you who have been following my column for the past year, you'll undoubtedly be mortified to learn that this is the second-to-last one. *Lothar: Wonderdog!* is now, amazingly, finished, and all that remains is for me to tell you about how it goes down.

Friday, 19th

Morning

Tomorrow is the big unveiling of *Lothar: Wonderdog!* at the EEES (English Electronics Expo Show) at Wembley Arena. We'll be demonstrating the game to journalists and handing out review copies. To help, we've hired a new PR guru called Josh, quite an odd bloke with a funny accent and a huge beard.

Evening

We all go to The Thirsty Camel for a little refreshment – apart from Josh,

who stays behind to do some extra preparation. I'm glad we finally have someone else with a bit of dedication on-board the good ship *Lothar!*

Saturday, 20th

Morning

At the show, the stall is all set up. The two models and actor we've hired to publicise the game have turned up. The actor's job is to wander around in a *Lothar* costume, approaching journalists and doing John Travolta in *Saturday Night Fever* movements while shouting "Wonderdog!" That was my idea, but he doesn't seem too happy about it. Our first meeting is with the guys from *Absolute PlayStation* magazine (who previewed the game so badly a couple of columns ago!) Josh deals with them pretty well, handing over the press pack and then taking them to the bar. He comes back an hour later – rather over-refreshed, if I may say so.

Afternoon

We're doing really well with the game demos and journalists when there's a

bomb scare! Everyone stands outside, until we're given the all-clear to go back in. But, there's no sign of Josh and we have to carry on PRing ourselves.

Josh turns up and introduces a rather old bloke called Alan from *Your Dog* magazine. Alan (who, I must say, doesn't seem too familiar with the PlayStation controller) says he "can't really do anything with it, because we don't have a videogames page." Josh is then incredibly rude and tells Alan to, "(bleep) off back to Bestiality Land." I take Josh aside and his breath smells so badly of alcohol that I tell him to go home before Steve (Chiltern, the MD) sees him.

Evening

I'm back at home now, and, apart from Josh's antics, the show went quite well. I'm even looking forward to the reviews. But for now, as I promised last month, here's the walkthrough for the first level (so that when this fine mag reviews the game, you'll have a headstart on your mates!). 1. Pick up the dustbin and throw



it to reveal a can of SupaStrength Dog Food. 2. Use the Dog Food power to jump up to the drainpipe on the blue building and jump across into the alley. 3. Kill the tramp... Oh, hang on. There's someone at the door...

(Editor's note: This is all we received from Nick, this month. When we tried to contact him, his phone was dead and our e-mails have gone unanswered.)

NEXT MONTH... DRIVER 2

WORLD EXCLUSIVE REVIEW AND PLAYABLE DEMO! THE CARS, THE CHARACTERS, THE MISSIONS. EVERYTHING YOU NEED TO KNOW ABOUT TANNER'S NEW ROAD TRIP

PLUS! The games you'll be playing this Christmas: *Tomb Raider Chronicles*, *Speedball 2100*, *Medal Of Honour Underground*, *Blade*, *Mat Hoffman*, *Spyro 3*, *Crash Bash*, *Monster Rancher* • *Smackdown 2* – more details • The football season's under way – here's *LMA Manager 2001* • *C12* – stealthy as you go... • *Alien Resurrection* and *Spider-Man* tipped • *Evil Dead Hail To The King* unleashed • *Incredible Crisis* video – watch and wonder • Pre-ordered yet? – latest on PS2 releases • *Exterminate! PSM vs Robot Wars* • And much, much more!



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Alban Trilogy
All Star Tennis
Alone in the Dark
Alundra 1 & 2
Andre's Racing
Anna Kournikova Tennis
Ape Escape
Apocalypse
Armoured Core
Army Men Series
Assault Rigs
Astoria
Atlantis
A-Train
Aurore Dreams

B
Ball Blazer Champions
Ball Landing
Batman and Robin
Batman Forever
Battle Tux Global Assault
Beast Wars Transformers
Bio Frights
Blind Rains
Blood Omen
Bloody Roar 1 & 2
Bonkman World
Bonkman Fantasy Race
Bonkers Force
Breach of Faith
Brian Lara Cricket
Broken Sword 1 & 2
Bubble Bobble
Bubble 3D
Bugs Bunny Lost in Time
Bushido Blade 1 & 2
Butt & Move 2

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Castlesania
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**THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER
NEW GAMES ARE ADDED DAILY**

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098 128

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098 089

Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PSX2 - SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656

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- £10 JJB Sports voucher*
- Earn 4% (4.07% AER) interest on all your money*
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If you're between 11 and 15 and want to find out more, pop into your local branch, call 0800 200 400 or visit www.natwest.com

*Voucher is subject to retailer's terms and conditions - see reverse of voucher. Offer ends 31 October 2000 and is subject to a minimum £10 opening deposit. *The interest rate is 4% gross per annum (4.07% AER). The Annual Equivalent Rate is a national rate which shows the gross interest rate as if paid and compounded on an annual basis. Interest rates may vary, are correct at time of going to print and interest is credited monthly. Gross interest is the rate before deduction of tax at the basic rate. Our telephone lines are open Monday to Friday, 8am to 8pm and Saturday, 9am to 6pm, excluding public holidays. Textphone users, please call 0800 917 0526. We may monitor and record your phone calls with us in order to maintain and improve our service. National Westminster Bank Plc is a member of the Deposit Protection Scheme which guarantees 90% of most depositors' funds held in the European Economic Area in member currencies or euro. The scheme will pay up to £18,000 or euro 20,000 to each depositor. If you would like a leaflet setting out more details of the scheme, please write to: The Manager, Customer Relations, 4 Eastcheap, London EC3M 1AH. National Westminster Bank Plc, Registered Office: 135 Bishopsgate, London, EC2M 3UR. Registered Number: 929027, England.

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